BATTLESTAR GALACTICA

There are those who believe that life here began out there, far across the universe, with tribes of humans who may have been the forefathers of the Egyptians, or the Toltecs, or the Mayans - they may have been the architects of the great pyramids, or the lost civilisations of Lemuria or Atlantis.
Some believe that there may yet be brothers of man who even now fight to survive far, far away, amongst the stars...

Welcome to the **Battlestar Galactica SFB and Friends** website, dedicated to wargaming the many battles found in the **BSG** universe where Colonials and Cylons clash in the cold vacuum of space. This site mainly uses the rules of StarFleet Battles, but you will also find rules for other gaming systems here as well, and in addition role-playing with GURPS: Battlestar Galactica and the Fleet Combat System.

But even if you are not a gamer, this site has a lot of background information as well. Not about the series or episode guides, but the real details about how the Colonials and the Cylons lived, what they wore, how they spoke, their history, their ships and more.

So strap yourself into the cockpit, hit that turbo button and lets go...

Last updated: March 2011.
This is an Authorised SFB site.

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WHAT IS THIS?

This site is dedicated to the television series **Battlestar Galactica**, but more importantly about gaming in the rich universe that it offers. Whilst most other sites are about stories and role-playing through MUDDs and SIMMs and the like, this site is all about table top gaming, with counters representing fighters and their motherships.

This is an area that I feel has been sadly lacking for a long time now. There are many fighter combat games available, but since the **FASA** game of years gone by, none for this series. So, this is a void that is about to be filled.

For the most part, the largest section of this site is dedicated to the game **StarFleet Battles**. Initially this site was solely for that game, and a lot has been written for it. Whilst not a true fighter combat game, it does allow for the use of the motherships and their escorts, and is easily adapted for the inclusion of masses of fighters. It is also one of my favourite games.

However, since then, the aim of the site has become a bit broader. No longer are we just about **SFB**, but now we are about becoming the biggest and *best* tabletop gaming resource for the genre, and included here you will find gaming resources for other games (including some of our own creation), links to resources on the web, and additional background and stuff that you may find useful in your travels.

In addition to gaming, you will find a wealth of background information on this site as well, which, whilst having nothing to do with traditional wargaming, helps to expand on the flavour greatly, and would be an invaluable aid to role-playing. Star maps, terminology, life in the Colonies, everything a good Warrior would need to know. As well as this, you will also find notes as to why I did such-and-such a thing with evidence to support my findings where needed.

If you have questions about what I have done or why, then please, just drop me an email.

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This site is split into several main sections. All navigation is done via the side frame and pull down menus. The Index graphic at the bottom of each page is to bring you to back to the main menu and mainly useful if you are stuck in a frame or have been sent to a page without the side links.
The main sections of this website include the following:

Background and History

This site is based mainly on the Television series and the original novels, with minor elements from the current set of novels and the comics. With the differing editions of novels, comics and ideas there is a fair amount of contradiction in the **BSG** Universe, and here is where I cut through all the feldergarb and list all the background used *for this site*. This is done because I want a coherent history that does not conflict the series. It is continually in motion as I am updating as and when new **BSG** videos get released. Please note that I have tried to keep rules and the like out of this section, so it shouldn't matter where your interests lie, this section should contains something for everybody.

Basic rule changes

This section is where you will find all the basic rule changes for use with the **SFB** game. Whilst a lot of changes have been made to the normal **SFB** rules, it should be pointed out that the majority of these rules are actually what you can not do. As such, playing **Battlestar Galactica** with **SFB** sort of becomes a case of playing 'Simple **SFB**'.

Downloads and SSD's

Included here you will find all the SSD's for use with the **SFB** rules. Also you wil find some other things of interest, like some counter sheets.

Other Gaming Systems

All other gaming materials go here, and hopefully this section will be expanding. If you are currently running a **BSG** game using another system, then I would love to hear from you, and either send me your web address so I can link, or if you are not on the web but would like to be, send me your conversion rules and you will be! This is the non-**SFB** section of the site, or the 'Friends' section.

Under this section you will also find the Fleet Combat System and GURPS: Battlestar Galactica.

The Fleet Combat System:
A game of our (Terry Ollila and myself) own creation. Our aim is to have a game that is easy to play, fairly quick running, and able to simulate the massive fleet battles that are only ever mentioned in the series. Uses statistics based on the **SFB** game, although no previous experience of any game is actually needed.

GURPS: Battlestar Galactica:
Whilst there are many role-playing sites for **BSG** on the web, there are none that actually use a role-playing system. So, here I have attempted to change that using **GURPS**. you will also find a little bit of additional background (mainly related to equipment, money and alien species) that is needed for role-playing and thus is not listed in the above section.

Scenarios and Campaigns

Whilst notes and ideas can be found all over this site, this section is dedicated solely to gaming adventures and campaigns. For the most part, all gaming details are given in the **BSG**/**SFB** conversion format.

Assorted Extras

Formally the 'Silly Section', the Assorted Extras bit is where everything not directly related to war and role-playing can be found, including silly bits, art, reviews and more.

Links

Not an exhaustive set of links (there are just too many sites out there!), but one that I hope to contain all the gaming rules on the web, computer program modifications, and other relevant links.

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SOURCES AND SCOPE

For use with my **Battlestar Galactica game**, I wanted to run battles that happened during the 1000 yahren war as I felt that this gave a good basis for variety and interesting scenarios.
Without wishing these battles to be the standard "I'll take a Baseship vs your Battlestar and Destroyer" type affairs, I wanted something with a bit more flesh to it. And thus the historical background has been developed.

The series was notorious for not giving real details instead relying on the odd comment and hint about things, so I have had to extrapolate a lot of this through careful research and educated guesses.

With my imagination I have tried to remain faithful to what I believed was the premise of the series, but I hope people will correct me if strayed from the path.

The following were used to determine the history and facts used in this venture, and in the following order:

Film and Television

- Battlestar Galactica, the television series
- Unfilmed scripts and missing scenes

Novels and Other:

- Battlestar Galactica and the novels, both old and new [*A]
- 1978 Encylopedia Galactia [*B]
- 1979 Battlestar Galactica Annual
- An Analytical guide to Television's *Battlestar Galactica* [*C]
  [John Kenneth Muir, by McFarland & Company Inc, 1999]
- Colonial Warriors Technical Manual [*F]
- The Comics [*D]
- Various Magazine Articles [*E]
- My imagination

The information that I have collected is also used in the order above when it came to contradicting facts - the series over rode everything else if there was a conflict of interests.

[If you are interested, my entire Battlestar Galactica collection is listed here.]

What I have not used includes fan fiction (although some fan ships do appear in the conjectural ship area)

While I use a lot of sources for information, it is important to remember that the Television series won out over any contradictions - and there are a lot of them when you compare the series to the books.

Differences between the series and the original novels:

The books are good, and show a much better insight into the Galactica Universe than the series alone does. However it has many differences to make things interesting and to make sure that it can never be used as a stand-alone source of information for the series.

Changes include:

- Cylons are living beings, they are not robots at all.
- There are different types of Battlestars.
- There are more and different types of Colonial warships.
- Battlestars are a lot bigger than 2,000 feet.
- Civilian ships are not all unarmed, and some can be quite useful.
- The 'ragtag' fleet initially numbers some 22,000 vessels!
- Earth is a possible origin of mankind, not just a lost colony.

However, it is a good yarn and does supply a lot of 'missing gaps' information that can be adapted for use with the series.

To sum up:

At the end of the day, you can not please everyone. What one person sees as a hint that something was done this way, is complete rubbish to someone else. What someone likes, another person is bound to hate. With this is in mind, everything here is my own personal view, and no ones else's. I am happy with the result, and a lot of hard work has gone into this (literally hundreds of hours of watching the series again and again and again, reading the books, doing research etc.), which I hope you will enjoy too. I feel that I think I know a bit about Battlestar Galactica now, and I'll happily engage anyone in friendly discussions about almost any topic of the series that they disagree with me with if they like.

However, as with anything fan or game related, if you really do not like something, just do it your way and keep the enjoyment alive. that is it, go to it...

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NOTES

My total **Battlestar Galactica** collection consists of the following items. I know this is not that impressive, but hey, I like it!

Film and Video:

- Battlestar Galactica, the Movie, VHS
- Battlestar Galactica, the Movie, DVD
- Battlestar Galactica, Special Edition DVD Boxset (contains the series)
- Mission Galactica, VHS
- Galacticon 2003 DVD
- Battlestar Galactica, 2003 Mini-series DVD
- Battlestar Galactica 2003 Season 1 DVD
- Battlestar Galactica 2003 Season 2 DVD
- Battlestar Galactica 2003 Season 3 DVD
- Battlestar Galactica 2003 Razor DVD

Novels and Books:

- Battlestar Galactica: The Photostory
- The Official Battlestar Galactica Scrapbook
- 1978 Battlestar Galactica Storybook
- 1978 Encyclopedia Galactica
- 1978 Colonial Warriors Technical Manual
- 1979 Battlestar Galactica Annual
- 1980 Mission Galactica: The Cylon Attack Annual
- Stan Lee Presents Battlestar Galactica
- An Analytical Guide to Televisions *Battlestar Galactica* by John Kenneth Muir
- The Unofficial Guide to *Battlestar Galactica* by David Criswell and Richie F. Levine
- Battlestar Galactica by Glen A. Larson and Robert Thurston
- Battlestar Galactica 2: "The Cylon Death Machine" by Glen A. Larson and Robert Thurston
- Battlestar Galactica 3: "The Tombs of Kobol" by Glen A. Larson and Robert Thurston
- Battlestar Galactica 4: "The Young Warriors" by Glen A. Larson and Robert Thurston
- Battlestar Galactica 5: "Galactica Discovers Earth" by Glen A. Larson and Michael Resnick
- Battlestar Galactica 6: "The Living Legend" by Glen A. Larson and Nicholas Yermakov
- Battlestar Galactica 7: "War of the Gods" by Glen A. Larson and Nicholas Yermakov
- Battlestar Galactica 8: "Greetings from Earth" by Glen A. Larson and Ron Goulart
- Battlestar Galactica 12: "Die! Chameleon" by Glen A. Larson and Robert Thurston
- Battlestar Galactica 13: "Apollo's War" by Glen A. Larson and Robert Thurston
- Battlestar Galactica: 'Armageddon' by Richard Hatch and Christopher Golden
- Battlestar Galactica: 'Warhawk' by Richard Hatch and Christopher Golden
- Battlestar Galactica: 'Resurrection' by Richard Hatch and Stan Timmons
- Battlestar Galactica: 'Rebellion' by Richard Hatch and Alan Rodgers
- Battlestar Galactica: 'Paradis' by Richard Hatch and Brad Linaweaver
- Battlestar Galactica: 'Destiny' by Richard Hatch and Brad Linaweaver
- Battlestar Galactica: 'Redemption' by Richard Hatch and Brad Linaweaver

Comics:

- Marvel Super Special: Battlestar Galactica, 'The official adaptation of the television sensation!'
- Marvel Comics, number 1 'Annihiliation!'
- Marvel Comics, number 2 'Exodus'
- Marvel Comics, number 3 'Deathtrap'
- Marvel Comics, number 4 'The Lost Gods of Kobol Part 1: Into the Void'
- Marvel Comics, number 5 'The Lost Gods of Kobol Part 2: A Death in the family'
- Marvel Comics, number 6 'The Memory Machine'
- Marvel Comics, number 7 'All Things Past and Present'
- Marvel Comics, number 8 'Shuttle Diplomacy'
- Marvel Comics, number 9 'Space Mimic'
- Marvel Comics, number 10 'This Planet Hungers'
- Marvel Comics, number 11 'Scavenge World'
- Marvel Comics, number 12 'The Trap'
- Marvel Comics, number 13 'Collision Course'
- Marvel Comics, number 14 'Trial and Error'
- Marvel Comics, number 15 'Derelict'
- Marvel Comics, number 16 'Berserker'
- Marvel Comics, number 17 'Ape and Essence'
- Marvel Comics, number 18 'Forbidden Fruit'
- Marvel Comics, number 19 'The Daring Escape of the Space Cowboy'
- Marvel Comics, number 20 'Hell hath no Fury'
- Marvel Comics, number 21 'A World for the Killing'

- Marvel Comics, number 22 'Black is the colour of my true love's hair'
- Marvel Comics, number 23 'The Last Hiding Place'
- Asyum by Maximum Press, numbers 3-8, featuring Battlestar Galactica
- Maximum Press 'The Compendium'
- Maximum Press 'War of Eden', numbers 1-4
- Maximum Press 'The Enemy Within', numbers 1-3
- Maximum Press 'Starbuck', numbers 1-3
- Maximum Press 'Apollo's Journey', numbers 1-3
- Maximum Press 'Journey's End', number 1-4
- Realm Press, Season II numbers 1-2 'The Law of Volahd, parts 1 & 2'
- Realm Press, Season II, numbers 3-5 'Prison of Souls, parts 1, 2 & 3'
- Realm Press, Season II, number 6 'Search for Sanctuary'
- Realm Press 'Search for Sancturay Special Edition'
- Realm Press 1999 Tourbook Special Convention Edition
- Realm Press, Season III, number 1 'No Place like Home'
- Realm Press, Season III, number 2 'Hades Hath no Fury'
- Realm Press, Season III, number 3 'Fire in the Sky'
- Realm Press, Season III, number 3 Special Convention Edition
- Realm Press 'Galactica: The New Millenium'
- Realm Press 'Eve of Destruction, Prelude'
- Realm Press Special Edition 'Centurion Prime'
- Realm Press Gallery Special

Realm Press started their numbering at Season II to show that they were a direct continuation of the television series, which was - obviously - Season I.

- Dynamite Entertainment, Classic Battlestar Galactica, volume 1
- Dynamite Entertainment, Classic Battlestar Galactica, volume 2: Cylon Apocalypse

Magazines:

- August 1978 Fantastic Films Magazine
  Interview with John Dykstra
- September 11, 1978 Newsweek
  'Son of Star Wars TV's Battlestar Galactica'
- October 1978 Science and Fantasy Film Classics
  Includes the articles 'The creator of Battlestar:GALACTICA' and 'Background' with interviews with Glen Larson, John Dykstra and more.
- October 2, 1978 People Weekly
  Battlestar Galactica - Blast-off or rip-off? Lorne Greene and a sexy young cast launch the most expensive TV show ever
- December 1978 Fantastic Films Magazine
  Includes the article 'Galactica and the art of John Dykstra'
- February 1979 Starlog
  Backstage with Galactica's Athena
- 1984 'Enterprise Incidents presents The Alien Cook'
- The Official Mini-Series Magazine of Battlestar Galactica, 2003

Games:

- 1978 Parker Brother Battlestar Galactica Game
- 1979 FASA Battlestar Galactica Game
- 2003 Battlestar Galactica XBox game
- Battlestar Galactica Roleplaying Game by Margaret Weis Productions

Other:

- 1978 Official Film Sourvenior Brouchure
- Battlestar Galactica, Original Soundtrack
- The Stu Phillips Anthology: Battlestar Galactica 4 CD promotional set
- Battlestar Galactica bed linen
- 1978 Battlestar Galactica Trading Card Set 1-72
- 1978 Battlestar Galactica Pop-out Trading Cards
- 1996 Dart Foil Flipcards Trading Cards (Deluxe) 1-72
- The Complete Battlestar Galactica Trading Cards 1-72
- Battlestar Galactica Colonial Warriors Trading Cards 1-72

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CREDITS AND DISCLAIMERS

Credits:

To say this site is solely my own work would be a blatant lie. There have been numerous people who have shared ideas, corrected info, and generally engaged in some long emails. To you all, I thank you and whilst all credit has been listed on the relevant sections of the website, the following people are awarded the Golden Cluster for their effects.

The list includes (but is by no means limited to) the following (in alphabetical order):

- Tony Charlesworth
- Terry Ollila
- Matt Rivett
- Steven Stiever
- Sean Driscoll

Tony Charlesworth is a regular contributor for ideas, be they rules, background, ships or just plain ideas. Also a general springboard for many things. His influence can be felt in most areas.

Terry Ollila is the joint creator of the **Fleet Combat System**, as well as contributing to ships and rules.

Matt Rivett is the original play tester extroadinaire, and without his help, this whole project would not have got off the ground.

Steve Stiever, as well as redsigning some of the gif SSD's, is also the grand daddy of the Early years, having provided nearly all the SSD's for that, and developing it into areas that I never dreamed it would never go in.

Sean Driscoll has been a big help with a lot of SSDs, hex maps and new ships. The amount of work he has put in has been staggering, made even more so by the fact that I have not used a lot of what he's sent!

Disclaimers:

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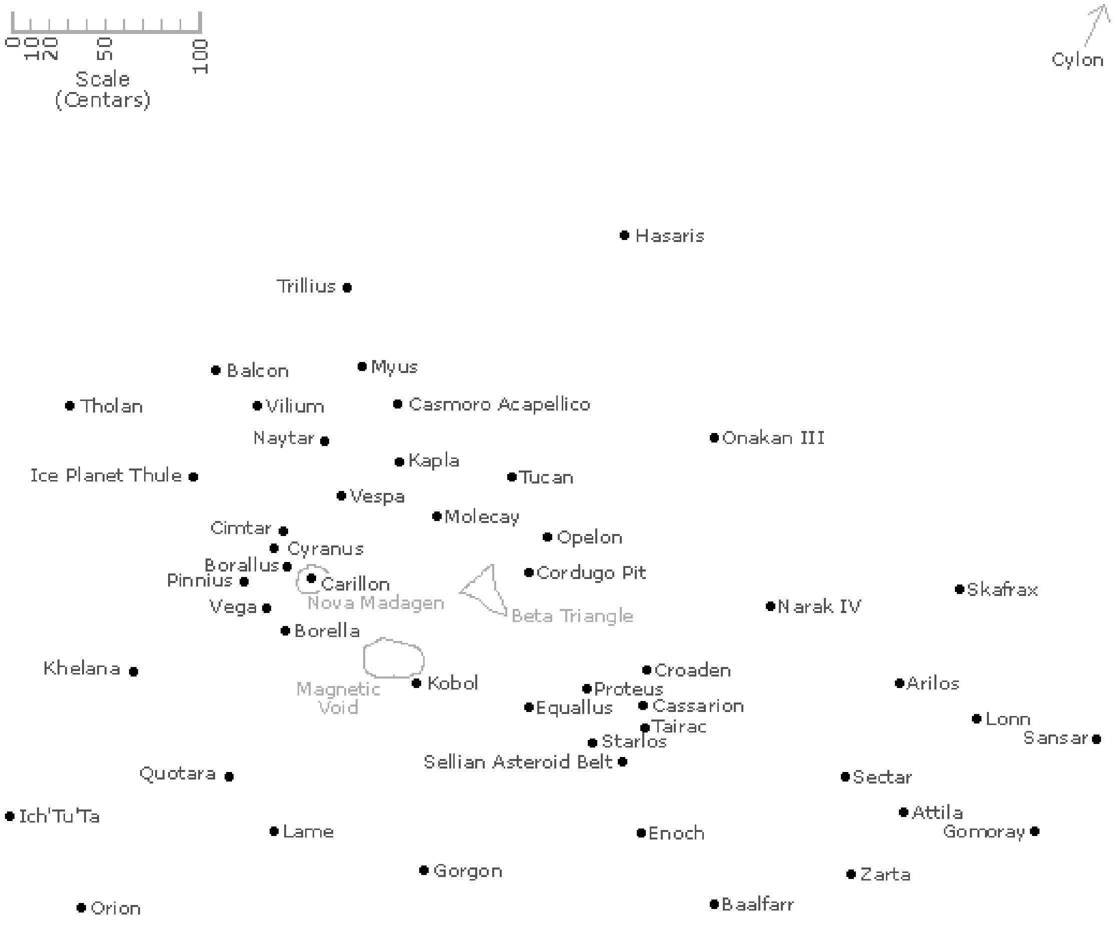

MASTER SHIP CHART EXPLANATIONS

Ships and fighters each have a statistic block that describes their abilities. These are described here. Both Basic and Advanced ships share the same characteristics.

Remember, only the ships space combat abilities are listed here. Some ships are transports or ground assault ships, or have other alibis that are useful in non-combat circumstances. These are not reflected here as they have no bearing on the **FCS** game.

Ships

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
CVS *Pulsar* class Gunstar	6/2	8/14/22	5	2A	-	5	735 + 366
Primary weapons and equipment							
Heavy turbolaser:	1x (Fwd: 4/4/3)						
Turbolaser batteries:	1x (360: 3/2/2)						
Craft carried:	8x *Viper* flights, 2x *Asp* fighters						
Ship traits:	None						
Options:	None						
Notes:	None						

Ship
This is the name and class of the ship.

Move
This is the Move rate and the Turn Mode of the ship.

Hull
These are the damage points of the ship. Once the ship has taken a number of damage points equalling the first value, it has taken Light damage. Once the second value has been inflicted the ship has taken Heavy damage. Once an amount of damage equalling the third value has been inflicted, the ship is destroyed.

For example, the Gunstar has a Hull of 8/14/22. Once 8 damage points have been inflicted, the Gunstar has taken Light damage. Once a total of 14 points have been inflicted, the ship has taken Heavy damage. Once the Gunstar recieves its 22 damage point, it is destroyed.

Sec
This is the amount of Secondary batteries the ship has.

Msl
This is the amount of Missiles the ship carries. The letter signifies the type of missiles carried.

Sct
This is the amount of Scout points that the ship has for Electronic Warfare.

Cmd
This is the Command Rating of the ship. An F denotes that the ship is a Flagship.

Points
These are the points values of the ship and of all fighters carried. The first value is the Ships point value, the second is the Fighters points.

Primary weapons and equipment
Listed here are all the Primary weapons, fighters carried and traits that the ship has. For descriptive purposes, Primary weapons are usually listed on a seperate line per type of Primary weapon, but in game terms this has no additional effect. All Primary weapons are listed with an amountx (arc of fire: Short range/Medium range/Long range damage ratings).

Craft carried lists all fighter flights and their types. While a ship may swap out and replace fighters should all players agree, the basic points total is for the fighters listed here.

Ship traits and **Notes** denotes any additional or special rules specific to that ship.

Options gives a list of additions or changes that may be applied if all players agree. Usually these options are at additional points cost.

Fighters

Fighter	Move	Defence	Attack	Scout	Points
Asp fighter	13T	3	-	2	43
Ship traits: May combine with *Viper* flights					

Fighter
This is the type, class and name of the fighter flight.

Move
This is the amount of hexes the fighter may be moved. A T denotes that the ship has Turbos.

Defence
This is the Defence Rating of the fighter flight.

Attack
This is the fighters Attack Rating.

Scout
This is the amount of Scout Points that the fighter possesses.

Points
This is the points value of a single fighter or flight.

Ship traits
Listed here are any special rules or notes unique to the ship.

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THE EARLY YEARS

Basic ships

The Colonial Fleet

Ship information can be found here.

Ship	Move	Hull	Sec	Msl	Sct	Cmd	Points
YCVA *Olympia* class Heavy Carrier	6/2	5/8/11	2	-	-	4F	270 + 174
Primary weapons and equipment *Craft carried:*	6x *Scarab* flights						
YBB *Agamennon* class Battleship	4/2	5/8/11	2	2A	-	4F	440

Primary weapons and equipment *Turbolaser batteries:*	 2x (Fwd: 3/2/-)						
YBBS *Agamennon-S* class Battleship	4/2	5/8/11	2	-	-	4F	350 + 116
Primary weapons and equipment *Turbolaser batteries:* *Craft carried:*	 2x (Fwd: 3/2/-) 4x *Scarab* flights						
YBBV *Agamennon-V* class Battleship	4/2	5/8/11	3	-	-	4F	270 + 290
Primary weapons and equipment *Craft carried:*	 10x *Scarab* flights						
YCC *Lupis* class Command Cruiser	9/0	3/4/5	1	-	-	4F	295
Primary weapons and equipment *Turbolaser batteries:*	 1x (Fwd: 2/1/-)						
YCA *Garou* class Heavy Cruiser	6/0	3/4/5	1	-	-	2	210
Primary weapons and equipment *Turbolaser batteries:*	 1x (Fwd: 2/1/-)						
YCL *Canis* class Light Cruiser	7/0	2/3/4	1	-	-	2	185
Primary weapons and equipment *Turbolaser batteries:*	 2x (Fwd: 1/1/-)						
YDD *Avion* class destroyer	5/0	1/2/3	1	-	-	0	145
Primary weapons and equipment *Turbolaser batteries:*	 1x (Fwd: 1/1/-)						
PBR *Sagitarra* class Patrol Ship Rocket	6/0	1/2/3	C	-	-	0	190
Primary weapons and equipment *Rocket batteries:* *Ship traits:*	 3x (Fwd: 1/-/-) Patrolboat						
PBG *Captica* class Patrol Ship Gun	6/0	1/2/3	2	-	-	0	185
Primary weapons and equipment *Ship traits:*	 Patrolboat						
YML *Taura* class Minelayer	6/0	1/2/3	C	-	-	0	225
Primary weapons and equipment *Ship traits:*	 Patrolboat, 3 Ready mine racks, 12 mine factors in cargo						
YMS *Scorpio* class Minesweeper	6/0	1/2/3	1	-	-	0	185
Primary weapons and equipment *Ship traits:*	 Patrolboat, Minesweeper						

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Scarab flight	10T	3	C	-	29

The Cylon Supreme Star Force

Ship information can be found here.

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
YSCS *Styx* class Baseship	4/2	5/9/13	3	-	-	4F	335 + 264
Primary weapons and equipment *Pulsar batteries:* *Craft carried:* *Ship traits:*	 1x (360: 2/1/-) 12x *Pillager Raider* flights No reverse movement penalties						
ACL Large Asteroid Ship	5/2	8/11/14	2	-	-	4	345 + 220
Primary weapons and equipment *Pulsar batteries:* *Craft carried:*	 1x (LH: 2/1/-), 1x (RH: 2/1/-) 10x *Pillager Raider* flights						

ACA Small Asteroid Ship	4/2	6/8/10	2	-	-	3	290 + 110
Primary weapons and equipment							
Pulsar batteries:	1x (360: 1/1/-), 1x (LH: 1/1/-), 1x (RH: 1/1/-)						
Craft carried:	5x *Pillager Raider* flights						
ACS Small Scout Asteroid Ship	4/2	6/8/10	2	-	4	3	300 + 110
Primary weapons and equipment							
Pulsar batteries:	1x (360: 1/1/-)						
Craft carried:	5x *Pillager Raider* flights						

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Pillager Raider flight	9	2	C	-	22

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THE COLONIAL FLEET

Basic ships

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
SSCS Battlestar *Excaliber*	6/2	11/18/25	6	3A	-	10F	775 + 888
Primary weapons and equipment *Turbolaser batteries:* *Craft carried:*	 2x (Fwd: 2/1/-) 18x *Viper* flights, 6x *Asp* flights						
SCS *Helios* class Warstar	6/2	8/15/22	4	2A	4	12F	865 + 1,044
Primary weapons and equipment *Turbolaser batteries:* *Craft carried:* *Ship traits:*	 2x (Fwd: 3/2/-) 20x *Viper* flights, 8x *Asp* flights Command radius 25 hexes						
CVA Battlestar *Atlantia*	6/2	6/11/16	4	-	-	10F	450 + 510
Primary weapons and equipment *Craft carried:*	 10x *Viper* flights, 4x *Asp* flights						
CVA Battlestar *Columbia*	6/2	6/11/16	4	-	4	6F	450 + 510
Primary weapons and equipment *Craft carried:*	 10x *Viper* flights, 4x *Asp* flights						
CVA Battlestar *Galactica*	6/2	6/11/16	4	-	-	8F	440 + 510
Primary weapons and equipment *Turbolaser battery:* *Craft carried:*	 1x (Fwd: 1/1/-) 10x *Viper* flights, 4x *Asp* flights						
CVA Battlestar *Liburnia*	6/2	6/11/16	4	-	-	6F	390 + 225
Primary weapons and equipment *Craft carried:*	 4x *Viper* flights, 2x *Asp* flights						
CVA Battlestar *Nova*	6/2	6/11/16	4	-	-	6F	450 + 510
Primary weapons and equipment *Turbolaser batteries:* *Craft carried:*	 2x (Fwd: 2/1/-) 10x *Viper* flights, 4x *Asp* flights						
CVA Battlestar *Pegasus*	6/2	6/11/16	4	3A	-	6F	525 + 510
Primary weapons and equipment *Craft carried:*	 10x *Viper* flights, 4x *Asp* flights						
CVA Battlestar *Poseidon*	8/2	6/11/16	4	-	-	6F	410 + 510
Primary weapons and equipment *Craft carried:*	 10x *Viper* flights, 4x *Asp* flights						
CVA Battlestar *Rycon*	6/2	6/11/16	4	-	2	8F	450 + 510
Primary weapons and equipment *Craft carried:*	 10x *Viper* flights, 4x *Asp* flights						

CVA Battlestar *Titania*	5/2	6/11/16	4	-	-	6F	460 + 510
Primary weapons and equipment							
Craft carried:	10x *Viper* flights, 4x *Asp* flights						
Ship traits:	Armoured hull						
CVS *Pulsar* class Gunstar	6/2	5/9/13	3	1A	-	5	505 + 183
Primary weapons and equipment							
Heavy turbolaser batteres:	1x (Fwd: 2/1/1)						
Turbolaser batteries:	2x (360: 3/1/-)						
Craft carried:	4x *Viper* flights, 1x *Asp* flight						
CVS *Teaucer* class Missilestar	6/2	5/9/13	3	3A	-	4	425 + 183
Primary weapons and equipment							
Craft carried:	4x *Viper* flights, 1x *Asp* flight						
CVS *Spawn* class Fightingstar	6/2	5/9/13	3	1A	-	6	385 + 296
Primary weapons and equipment							
Turbolaser batteries:	1x (Fwd: 2/1/-)						
Craft carried:	6x *Viper* flights, 2x *Asp* flights						
PBB *Kobol* class Bombardment Ship	6/2	5/8/11	2	2A	-	5	510 + 140
Primary weapons and equipment							
Heavy turbolaser batteries:	1x (Fwd: 5/3/3)						
Turbolaser batteries:	1x (Fwd: 3/2/-)						
Craft carried:	4x *Viper* flights						
BC *Osiris* class Battlecruiser	6/2	6/10/14	3	3A	-	6F	565 + 331
Primary weapons and equipment							
Turbolaser batteries:	1x (Fwd: 3/2/-)						
Light turbolaser batteries:	1x (Fwd: 2/1/-)						
Craft carried:	7x *Viper* flights, 2x *Asp* flights						
BC *Osiris* class Battlecruiser (refit)	6/2	6/10/14	3	3A	-	6F	585 + 331
Primary weapons and equipment							
Turbolaser batteries:	2x (Fwd: 3/2/-)						
Craft carried:	7x *Viper* flights, 2x *Asp* flights						
BC *Maximus* class Battlecruiser	7/1	5/8/11	2	-	-	5	478
Primary weapons and equipment							
Turbolaser turrets:	4x (360: 2/1/-)						
CVS *Triton* class Strike Carrier (prototype)	6/1	6/9/12	3	-	2	5	395 + 296
Primary weapons and equipment							
Turbolaser batteries:	2x (Fwd: 2/1/-)						
Craft carried:	6x *Viper* flights, 2x *Asp* flights						
CVS *Triton* class Strike Carrier (production)	6/1	5/9/13	3	-	2	5	405 + 452

Primary weapons and equipment *Turbolaser batteries:* *Craft carried:*	 2x (Fwd: 2/1/-) 8x *Viper* flights, 4x *Asp* flights						
CA *Protector* class Cruiser	6/1	5/9/12	3	-	-	5	365 + 296
Primary weapons and equipment *Turbolaser batteries:* *Craft carried:*	 2x (Fwd: 2/1/-) 6x *Viper* flights, 2x *Asp* flights						
CA *Tiger* class Destroyer	7/1	4/7/10	3	1A	-	5	443 + 78
Primary weapons and equipment *Heavy turbolaser batteries:* *Craft carried:*	 1x (Fwd: 6/4/-) 1x *Viper* flight, 1x *Asp* flight						
CVM *Thera* class Medium Carrier	8/1	4/7/10	2	-	-	5	290 + 409
Primary weapons and equipment *Craft carried:*	 8x *Viper* flights, 3x *Asp* flights						
DVL *Virgo* class Destroyer Leader	6/1	5/8/11	3	-	-	6F	395 + 436
Primary weapons and equipment *Turbolaser batteries:* *Craft carried:*	 2x (Fwd: 2/1/-) 10x *Viper* flights, 2x *Asp* flights						
DD *Libra* class Destroyer	6/1	4/6/8	2	-	-	4	335 + 113
Primary weapons and equipment *Turbolaser batteries:* *Craft carried:*	 2x (Fwd: 3/2/-) 2x *Viper* flights, 1x *Asp* flight						
DDD *Leosia* class Missile Destroyer	9/1	4/6/8	2	2A	-	4	363 + 113
Primary weapons and equipment *Craft carried:*	 2x *Viper* flights, 1x *Asp* flight						
DDS *Eidolon* class Scout Destroyer	6/1	4/6/8	3	-	8	4	375 + 156
Primary weapons and equipment *Craft carried:*	 2x *Viper* flights, 2x *Asp* flights						
DDV *Aquaria* class Destroyer Carrier	9/1	4/6/8	2	-	-	4	273 + 183
Primary weapons and equipment *Craft carried:*	 4x *Viper* flights, 1x *Asp* flight						
CVS *Hermes* class Fleet Tender	6/2	4/6/8	2	-	-	2	200 + 70
Primary weapons and equipment *Craft carried:*	 2x *Viper* flights						
CLE *Ranger* class Escort	9/0	2/3/4	1	-	2	4	285 + 86
Primary weapons and equipment *Turbolaser battery:* *Craft carried:*	 1x (Fwd: 1/1/-) 2x *Asp* flights						

CL *Xerxes* class Light Cruiser	6/0	2/3/4	1	-	-	4	190 + 70
Primary weapons and equipment *Craft carried:*	 2x *Viper* flights						
CVL *Xerxes* class Light Carrier	6/0	3/4/5	1	-	-	4	200 + 218
Primary weapons and equipment *Craft carried:*	 5x *Viper* flights, 1x *Asp* flight						
CLC *Xerxes* class Command Cruiser	6/0	3/4/5	1	-	-	6F	250 + 113
Primary weapons and equipment *Craft carried:*	 2x *Viper* flights, 1x *Asp* flight						
CLS *Xerxes* class Strike Cruiser	6/0	3/4/5	1	-	-	4	250 + 70
Primary weapons and equipment *Turbolaser batteries:* *Craft carried:*	 1x (Fwd: 3/2/-) 2x *Viper* flights						
CLD *Xerxes* class Missile Cruiser	6/0	2/3/4	1	1A	-	4	235 + 70
Primary weapons and equipment *Craft carried:*	 2x *Viper* flights						
CLE *Xerxes* class Fleet Escort	6/0	2/3/4	2	-	-	4	210 + 113
Primary weapons and equipment *Craft carried:*	 2x *Viper* flights, 1x *Asp* flight						
MSL *Xerxes* class Minesweeper	6/0	3/4/5	1	-	-	4	270 + 70
Primary weapons and equipment *Craft carried:* *Ship traits:*	 2x *Viper* flights 4 Ready mine racks, 8 mine factors in cargo, Minesweeper						
CPL *Xerxes* class Patrol Cruiser	6/0	3/4/5	1	-	-	4	220 + 113
Primary weapons and equipment *Turbolaser battery:* *Craft carried:*	 1x (Fwd: 1/1/-) 3x *Viper* flights, 1x *Asp* flight						
SRL *Xerxes* class Science Cruiser	6/0	3/4/5	1	-	-	4	200 + 113
Primary weapons and equipment *Craft carried:*	 2x *Viper* flights, 1x *Asp* flight						
ATL *Xerxes* class Light Transport	6/0	3/4/5	1	-	-	4	200 + 70
Primary weapons and equipment *Craft carried:*	 2x *Viper* flights						
PFL *Xerxes* class Patrolboat Tender	6/0	2/3/4	1	-	-	4	200 + Patrolboats
Primary weapons and equipment *Craft carried:*	 2x patrolboat counters						
CFL *Xerxes* class Priority Cruiser	11/0	3/4/5	1	-	-	4	275 + 70

Primary weapons and equipment *Craft carried:*	 2x *Viper* flights						
CSL *Xerxes* class Scout Cruiser	6/0	3/4/5	1	-	4	4	260 + 156
Primary weapons and equipment *Craft carried:*	 2x *Viper* flights, 2x *Asp* flight						
PF *Pegasi* class Patrolboat	9/0	2/4/6	1	-	-	0	240 + 105
Primary weapons and equipment *Craft carried:* *Ship traits:*	 3x *Viper* flights Patrolboat						
PF *Gryphon* class Patrolboat	9/0	2/4/6	2	-	-	0	260 + 70
Primary weapons and equipment *Craft carried:* *Ship traits:*	 2x *Viper* flights Patrolboat						
PF *Hippogriff* class Gunboat	8/0	2/4/6	1	-	-	0	285
Primary weapons and equipment *Turbloaser batteries:* *Ship traits:*	 3x (Fwd: 1/1/-) Patrolboat						

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Viper flight	12T	4	D	-	35
Asp flight	13T	3	-	2	43
Ship traits: May combine with *Viper* flights					
Viper & *Asp* combined flight	12T	4	D	2	-

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THE CYLON SUPREME STAR FORCE

Basic ships

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
DND *Warstar* class Dreadnought	2/2	10/16/22	2	8B	-	4	564 + 168
Primary weapons and equipment *Craft carried:* *Ship traits:*	 6x *Raider* flights No reverse movement penalties						

SCS *Hades* class Standard Baseship	3/2	8/13/18	5	-	-	6F	481 + 504
Primary weapons and equipment *Mega-pulsar batteries:* *Craft carried:* *Ship traits:*	 1x (LH: 2/1/-), 1x (RH: 2/1/-) 18x *Raider* flights No reverse movement penalties						
SCS *Hades* class Upgunned Baseship	3/2	8/13/18	5	-	-	6F	506 + 504
Primary weapons and equipment *Mega-pulsar batteries:* *Craft carried:* *Ship traits:*	 1x (LH: 2/1/1), 1x (RH: 2/1/1) 18x *Raider* flights No reverse movement penalties						
SCS *Hades* class Anti-ship Baseship	3/2	8/13/18	3	-	-	6F	576 + 504
Primary weapons and equipment *Mega-pulsar batteries:* *Craft carried:* *Ship traits:*	 1x (Fwd: 2/1/-), 1x (Aft: 2/1/-), 2x (LH: 2/1/-), 2x (RH: 2/1/-) 18x *Raider* flights No reverse movement penalties						
SCS *Hades* class Scout Baseship	3/2	8/13/18	5	-	4	6F	541 + 504
Primary weapons and equipment *Mega-pulsar batteries:* *Craft carried:* *Ship traits:*	 1x (LH: 2/1/-), 1x (RH: 2/1/-) 18x *Raider* flights No reverse movement penalties						
SCS *Hades* class Mine Baseship	3/2	8/13/18	5	-	-	6F	740 + 504
Primary weapons and equipment *Mega-pulsar batteries:* *Craft carried:* *Ship traits:*	 1x (LH: 2/1/-), 1x (RH: 2/1/-) 18x *Raider* flights 8 Ready mine racks, 32 mine factors in cargo, Minesweeper, No reverse movement penalties						
SCS *Hades* class Transport Baseship	3/2	8/13/18	5	-	-	6F	481 + 504
Primary weapons and equipment *Mega-pulsar batteries:* *Craft carried:* *Ship traits:*	 1x (LH: 2/1/-), 1x (RH: 2/1/-) 18x *Raider* flights No reverse movement penalties						
SCS *Hades* class Bombardment Baseship	3/2	8/13/18	5	6B	-	6F	721 + 504
Primary weapons and equipment *Mega-pulsar batteries:* *Craft carried:* *Ship traits:*	 1x (LH: 2/1/-), 1x (RH: 2/1/-) 18x *Raider* flights No reverse movement penalties						
CA *Lethe* class Half Ship	4/2	4/7/9	2	-	-	4F	363 + 252
Primary weapons and equipment *Pulsar batteries:* *Craft carried:*	 1x (LH: 3/2/-), 1x (RH: 3/2/-) 9x *Raider* flights						

Ship traits:	No reverse movement penalties						
CA *Fenrir* class Attack Star	5/1	4/7/9	2	-	-	4	290 + 252
Primary weapons and equipment							
Pulsar batteries:	1x (360: 2/1/-)						
Craft carried:	9x *Raider* flights						
Ship traits:	No reverse movement penalties						
CAS *Proteus* class Patrol Star	6/1	4/7/9	2	-	8	4	410 + 140
Primary weapons and equipment							
Craft carried:	5x *Raider* flights						
Ship traits:	Has a base EWE 5 hexes, No reverse movement penalties						
ACL Large Asteroid Ship	5/2	8/11/14	2	-	-	4	345 + 280
Primary weapons and equipment							
Pulsar batteries:	1x (LH: 2/1/-), 1x (RH: 2/1/-)						
Craft carried:	10x *Raider* flights						
ACA Small Asteroid Ship	4/2	6/8/10	2	-	-	3	290 + 140
Primary weapons and equipment							
Pulsar batteries:	1x (360: 1/1/-), 1x (LH: 1/1/-), 1x (RH: 1/1/-)						
Craft carried:	5x *Raider* flights						
ACS Small Scout Asteroid Ship	4/2	6/8/10	2	-	4	3	300 + 140
Primary weapons and equipment							
Pulsar batteries:	1x (360: 1/1/-)						
Craft carried:	5x *Raider* flights						
TKR *Cylon* class Tanker	6/1	1/2/3	0	-	-	0	105 + 28
Primary weapons and equipment							
Craft carried:	1x *Raider* flight						
TKY *Cylon* class Armed Tanker	6/1	1/2/3	1	-	-	0	125 + 28
Primary weapons and equipment							
Craft carried:	1x *Raider* flight						
TKV *Cylon* class Fighter Carrier	6/1	1/2/3	1	-	-	0	125 + 84
Primary weapons and equipment							
Craft carried:	3x *Raider* flights						
TKR-Q *Cylon* class Q-Tanker	6/1	1/2/3	1	-	-	0	155 + 56
Primary weapons and equipment							
Pulsar batteries:	1x (Fwd: 2/1/-)						
Craft carried:	2x *Raider* flights						

* Fighter-less tankers are as normal, but without the Raider costs.

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Raider flight	10	3	D	-	28
Wraith flight	10	3	D	2	48
Foxbat flight	12	4	D	-	32
Raider Death Squadron flight	10	3	D	-	38
Ship traits: Ram flight					
Heavy Raider flight	10	4	2xD	-	40
Heavy Scout Raider flight	12	4	C	2	50
Heavy Mine Raider flight	10	4	C	-	58
Ship traits: 1 Ready mine rack, Minesweeper					

Notes

Raider flights can be substituted for *Wraith* flights on a 1:1 basis. A maximum number equalling the ships Command or twice its Scout Points (whichever is greater) may be swapped.

Raider flights can be substituted for *Foxbat* flights on a 1:1 basic. There is no maximum number of flights that may be swapped in this way, but this is subject to all players approval.

Raider flights can be substituted for *Raider Death Squadron* flights on a 1:1 basic. A maximum number equalling the ships Commnd Rating may be swapped.

Raiders can be substituted for *Heavy Raider* flights on a 1:1 basis. There is no limit to the amount that may be swapped, but *Scout Raiders* are included in the same limit as *Wraith* flights.

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CIVILIANS, PIRATES AND ALIENS

Basic ships

Civilian ships

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**

Small freighter	3/1	1/2/3	-	-	-	0	61
Primary weapons and equipment *Ship traits:*	Weak hull						
Small armed freighter	3/1	1/2/3	B	-	-	0	71
Primary weapons and equipment *Ship traits:*	Weak hull						
Large freighter	3/2	2/4/5	-	-	-	0	68
Primary weapons and equipment *Ship traits:*	Weak hull						
Large armed freighter	3/2	2/4/5	C	-	-	0	83
Primary weapons and equipment *Ship traits:*	Weak hull						
Ore freighter	4/2	3/6/9	-	-	-	0	108
Primary weapons and equipment *Ship traits:*	Weak hull						
Armed ore freighter	4/2	3/6/9	C	-	-	0	123
Primary weapons and equipment *Ship traits:*	Weak hull						
Sunset class Passenger liner	5/2	4/7/10	-	-	-	0	125
Primary weapons and equipment *Ship traits:*	Weak hull						
Sunset class armed passenger liner	5/2	4/7/10	1	-	-	0	145
Primary weapons and equipment *Ship traits:*	Weak hull						
Scout class Deep Space Research Ship	8/2	2/3/4	-	-	-	0	150 + 43
Primary weapons and equipment *Craft carried:*	1x *Asp* flight						
Livery class Agroship	4/2	1/2/3	-	-	-	0	63
Primary weapons and equipment *Ship traits:*	Weak hull						
Deliverance class Agroship	2/2	4/7/10	-	-	-	0	95
Primary weapons and equipment *Ship traits:*	Weak hull						
Pentere class Yacht	9/0	-/1/2	-	-	-	0	150
Primary weapons and equipment *Ship traits:*	Weak hull						
Pentere class Armed Yacht	9/0	-/1/2	C	-	-	0	165

Primary weapons and equipment *Ship traits:*	 Weak hull						
Zephr class High Speed Transport	10/0	-/1/2	C	-	-	0	180
Primary weapons and equipment *Ship traits:*	 Weak hull						

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Normal shuttle	3	1	-	-	6
Armed shuttle	3	1	A	-	9
Attack shuttle	8	2	B	-	18
Rapier Heavy Attack shuttle	8	4	C	-	26

Pirate ships

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Small pirate freighter	3/1	1/2/3	C	-	-	0	103
Primary weapons and equipment *Turbolaser battery:*	 1x (Fwd: 1/1/-)						
Apep Pirate Cruiser	6/0	2/3/4	1	-	-	4	190 + 47
Primary weapons and equipment *Craft carried:*	 1x *Scarab* flight, 1x Attack shuttle flight						
Firebird Pirate Cruiser	6/0	2/3/4	1	1B	-	4	250 + 52
Primary weapons and equipment *Craft carried:* *Ship traits:*	 2x *Rapier* Heavy Attack shuttle flights 1 Ready mine rack, 10 mine factors in cargo						

Alien ships

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Skafraxian Defence Cruiser	5/2	2/3/4	1	-	-	2	180
Primary weapons and equipment *Turbolaser batteries:*	 1x (Fwd: 2/1/-), 1x (Aft: 1/1/-)						

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ALTERNATE FUTURES

Basic ships

Marvel Comics

Ship information can be found here.

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Cylon Mark III *Raider*	14	6	D (D)	1	64
Ship traits: The fighter has a rear attack (D) which may be used in conjunction with the forward attack.					
Scavenge World flight	12	3	C	-	27

Eurayle, Empress of Scavenge World may be found in a Scavenge World fighter flight.

Maximum Press Comics

Ship information can be found here.

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Battlestar *Galactica*	6/2	6/11/16	5	-	-	8F	440 + 410
Primary weapons and equipment							
Craft carried:	10x *Upgraded Viper* flights						
Ship traits:	Temporal overdrive tunnel						
Options:	May carry an additional 4x *Upgraded Asp* flights at +236 points.						
Battlestar *Pegasus*	6/2	6/11/16	5	-	-	8F	680 + 410
Primary weapons and equipment							
Pegasus cannon:	See Energy cannon special rules						
Craft carried:	10x *Upgraded Viper* flights						
Ship traits:	Temporal overdrive tunnel						
Options:	May carry an additional 4x *Upgraded Asp* flights at +236 points.						
Cylon Baseship	3/2	8/13/18	6	-	-	6F	554 + 576
Primary weapons and equipment							
Enery cannon:	See Energy cannon special rules						
Craft carried:	18x *Upgraded Raider* flights						
Ship traits:	Warp corridor, No reverse movement penalties						
Options:	May carry *Upgraded Scout Raiders* flights at normal capacity rates						

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Upgraded Viper flight	13T	5	D	-	41
Upgraded Asp flight	14T	5	C	2	59
Ship traits: May combine with *Upgraded Viper* flights					
Upgraded Viper & *Upgraded Asp* combined flight	13T	5	D	2	-
Upgraded Raider flight	12	4	D	-	32
Upgraded Scout Raider flight	12	4	D	2	52

Galactica: 80

Ship information can be found here.

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Asp Mk II Recon fighter flight	13T	4	D	2	56
Cylon *AB Raider* flight	13	6	D	-	51
Ship traits:	Has 1 ECM point				

A Colonial ship may substitute any number of *Asp* flights for *Asp Mk II* flights.
A Cylon *AB Raider* is treated as a normal *Heavy Raider* for substitution purposes.

The Tom DeSanto Revival

Ship information can be found here.

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Battlestar *Galactica*	6/2	6/11/16	4	-	-	8F	540 + 362
Primary weapons and equipment							
Turbolaser batteries:	4x (Fwd: 2/1/-)						
Craft carried:	8x *Viper* flights, 2x *Advanced Viper* flights						
Options:	May carry an additional 4x *Asp* flights at +224 points.						
Cylon Baseship	4/2	10/15/20	5	-	-	6F	680 + 576
Primary weapons and equipment							
Pulsar batteries:	2x (LH: 2/1/-), 2x (RH: 2/1/-)						
Craft carried:	18x *Advanced Raider* flights						
Ship traits:	May launch all *Raiders* in one turn, No reverse movement penalties						
Options:	May carry *Advanced Scout Raiders* flights at normal capacity rates						

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Advanced Viper flight	14T	5	D	-	41
Advanced Raider flight	12	4	D	-	32
Advanced Scout Raider flight	12	4	D	2	52

The Colonials can have a maximum of 2 flights of *Advanced Vipers* only.

The Second Coming

Ship information can be found here.

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Battlestar *Galactica*	6/2	6/11/16	5	-	-	8F	560 + 480
Primary weapons and equipment							
Heavy turbolaser batteries:	4x (Fwd: 2/1/-)						
Craft carried:	12x *Viper* flights						
Options:	May carry an additional 4x *Asp* flights at +184 points.						
Super Baseship	3/2	15/28/38	7	-	4	10F	1,324 + 1,250
Primary weapons and equipment							
Plasma cannon:	1x (FH: 4/4/4)						

Pulsar batteries:	3x (LH: 2/1/-), 3x (RH: 2/1/-)
Craft carried:	50x *Raider* flights
Ship traits:	No reverse movemen penalties
Options:	May carry all normal *Raider* variants at normal capacity rates
Notes:	The Super Baseship may fire its Plasma cannon every other turn. The cannon will be destroyed when the ship takes Heavy Damage.

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Scarlet Viper single fighter	14T	4	D	-	36
Ship traits: May combine with a normal *Viper* flight, Single fighter					
Scarlet Viper & *Viper* combined flight	12T	5	D	-	-
Scarlet Viper flight	14T	5	E	-	46
Dark Raider flight	12	4	D	-	32
Ship traits: May combine with a normal *Raider* flight					
Dark Raider & *Raider* combined flight	10	4	D	-	-
Dark Raider flight	12	5	E	-	42

The Colonials may purchase up to 4 *Scarlet Viper* single fighters or 2 *Scarlet Viper* flights.
The Cylons may purchase up to 4 *Dark Raider* single fighters or 4 *Dark Raider* flights.

Richard Hatch novels

Ship information can be found here.

The Colonial Fleet

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Azure class flight	13T	4	D	-	36
Scarlet Viper single fighter	14T	4	D	-	36
Ship traits: May combine with a normal *Viper* flight, Single fighter					
Scarlet Viper & *Viper* combined flight	12T	5	D	-	-
Scarlet Viper & *Azure* combined flight	13T	5	D	-	-
Scarlet Viper flight	14T	5	E	-	46
Viper Duet flight	13T	4	D (D)	-	46
Ship traits: The fighter has a rear attack (D) which may be used in conjunction with the forward attack.					

Colonial fighters during the novels.

At the beginning of the novels, the *Galactica* may substitute half of its *Vipers* for *Azure* class fighters and either 4 *Scarlet Viper* single fighters or 1 flight (only) of *Scarlet Vipers*.
During **Warhawk**, the *Pegasus* may use *Azure* class fighters and 1 flight of *Viper Duets*.
After **Warhawk**, the Colonial forces may substitute all of their *Vipers* for *Azure* class, and up to half may be *Scarlet Vipers* and *Viper Duet* class.

QSE generators

Some *Vipers* may be equipped with QSE generators, as may capital ships and civilian ships at additional cost.

The Cylon Supreme Star Force

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Type IV Baseship	3/2	15/28/38	7	-	4	10F	1,424 + 1,250

Primary weapons and equipment	
Plasma cannon:	1x (FH: 4/4/4)
Pulsar batteries:	3x (LH: 2/1/-), 3x (RH: 2/1/-)

Craft carried:	50x *Raider* flights
Ship traits:	No reverse movement penalties, QSE generator
Options:	May carry all normal *Raider* variants at normal capacity rates
Notes:	The Super Baseship may fire its Plasma cannon every other turn. The cannon will be destroyed when the ship takes Heavy Damage.

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Dark Raider flight	12	4	D	-	132
Ship traits: QSE generator					
Raider with Dark Centurion pilot flight	10	4	D	-	30

A Cylon capital ship may contain a number of *Dark Raider* flights or *Raiders* with Dark Centurion pilots equal to its Command rating. These *Dark Raiders* replace normal *Raiders* on the ship and will cost additional points.

QSE generators

Hades Baseships may be equipped with QSE generators at additional cost.

The Chitain

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Chitain Dreadnought	3/2	7/14/21	0	-	-	6F	735 + 1,380
Primary weapons and equipment							
Stingers:	3x (360: 3/3/3 Secondary)						
Craft carried:	30x Chitain fighter flight						
Chitain hybrid Baseship	3/2	8/13/18	0	-	-	6F	561 + 828
Primary weapons and equipment							
Stinger weapons:	3x (360: 2/1/1 Secondary)						
Craft carried:	18x Chitain fighter flights						
Ship traits:	No reverse movement penalties						
Notes:	May substitute fighters for Cylon *Raiders* at differing points costs.						

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Chitain flighter flight	16	4	D	-	46
Ship traits: The Chitain fighter may fire its weapons in any direction.					

The Sky

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Sky fighter flight	14	4	D	-	44
Ship traits: The Sky fighter has 2 points of ECM, however for every point they use, their Move drops by 2. The decision to use ECM and how much, must be made in the Electronic Warfare part of the Initiave Phase.					

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FIGHTER VARIANTS

Basic ships

For completeness, here are the statistics for the additional and variant fighters that can be found on the main website.

Colonial Fighters

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Scarab flight	10T	3	C	-	29
Viper flight	12T	4	D	-	35
Asp recon fighter flight	13T	3	-	2	43
Ship traits: May combine with *Viper* flight					
Viper & *Asp* combined flight	12T	4	D	2	-
Viper B flight	10T	4	C/E	-	47
Viper E flight	12T	5	D	-	40
Viper S flight	13T	4	D(C)	-	44
Cobra Bomber flight	10T	4	D (D)/E	-	49
Viper II flight	14T	4	2xD	-	46
Viper X flight	13T	5	E	-	46

A value in parenthesis denotes an additional rear attack. This may be used in conjunction with any other non-capital ship attack.

Laser torpedoes

The *Viper*, *Viper S* and *Viper II* may mount laser torpedoes, which are energy missiles designed to inflict serious damage on capital ship, turning the *Viper* into a fighter bomber. These give the *Viper* a /E attack. They cost an additional 5 points. Laser torpedoes may be mounted on other *Vipers* fighterCraft from other settings which have no capital ship attack or standard attack of E.

Cylon Fighters

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Pillager Raider flight	9	2	C	-	22
Raider flight	10	3	D	-	28
Wraith Raider flight	10	3	D	2	48
Foxbat Raider flight	13	4	E	-	38
Heavy Raider flight	10	4	2xD	-	40
Heavy Scout Raider flight	12	4	C	2	50
Heavy Minelayer Raider flight	10	4	C	-	58
Ship traits: 1 ready mine rack, Minelayer					

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Basic ships

Unlike other ships here, the reimaged version of **Battlestar Galactica** is not really designed to be used in conjunction with other settings (such as the multigenre fleets).

The Colonial Fleet

<table>
<tr><th>Ship</th><th>Move</th><th>Hull</th><th>Sec</th><th>Msl</th><th>Sct</th><th>Cmd</th><th>Points</th></tr>
<tr><td>BBV <i>Mercury</i> class Battlestar</td><td>6/2</td><td>11/18/25</td><td>6D</td><td>5</td><td>-</td><td>8F</td><td>1,475 + 1,058</td></tr>
<tr><td colspan="8">Primary weapons and equipment</td></tr>
<tr><td><i>Heavy railguns:</i></td><td colspan="7">2x (Fwd: 4/3/2)</td></tr>
<tr><td><i>Heavy railgun turrets:</i></td><td colspan="7">4x (360: 2/1/1)</td></tr>
<tr><td><i>Light railgun turrets:</i></td><td colspan="7">2x (LA: 2/1/1), 2x (RA: 2/1/1)</td></tr>
<tr><td><i>Craft carried:</i></td><td colspan="7">18x <i>Viper</i> Mk VII flights, 8x <i>Raptor</i> flights</td></tr>
<tr><td>CVS Battlestar <i>Valkyrie</i></td><td>6/2</td><td>7/12/17</td><td>5D</td><td>4A</td><td>4</td><td>6F</td><td>1,000 + 568</td></tr>
<tr><td colspan="8">Primary weapons and equipment</td></tr>
<tr><td><i>Heavy railgun turrets:</i></td><td colspan="7">4x (360: 2/1/1)</td></tr>
<tr><td><i>Craft carried:</i></td><td colspan="7">8x <i>Viper</i> Mk VII flights, 6x <i>Raptor</i> flights</td></tr>
<tr><td><i>Ship traits:</i></td><td colspan="7">May substitute any number of <i>Raptor</i> flights for <i>Stealthstar</i> flights</td></tr>
<tr><td>CVA Battlestar <i>Galactica</i></td><td>6/2</td><td>6/11/15</td><td>5D</td><td>4A</td><td>-</td><td>6F</td><td>900 + 440</td></tr>
<tr><td colspan="8">Primary weapons and equipment</td></tr>
<tr><td><i>Heavy railgun turrets:</i></td><td colspan="7">4x (360: 2/1/1)</td></tr>
<tr><td><i>Light railgun turrets:</i></td><td colspan="7">1x (LA: 2/1/1), 1x (RA: 2/1/1)</td></tr>
<tr><td><i>Craft carried:</i></td><td colspan="7">8x <i>Viper</i> Mk II flights, 4x <i>Raptor</i> flights</td></tr>
<tr><td><i>Ship traits:</i></td><td colspan="7">May substitute 1x <i>Raptor</i> flight for 1x <i>Blackbird</i> flight only</td></tr>
<tr><td>CA Heavy Cruiser</td><td>6/1</td><td>5/9/12</td><td>4D</td><td>4A</td><td>-</td><td>5</td><td>785 + 326</td></tr>
<tr><td colspan="8">Primary weapons and equipment</td></tr>
<tr><td><i>Heavy railguns:</i></td><td colspan="7">2x (Fwd: 2/1/1)</td></tr>
<tr><td><i>Heavy railgun turrets:</i></td><td colspan="7">2x (360: 2/1/1)</td></tr>
<tr><td><i>Craft carried:</i></td><td colspan="7">6x <i>Viper</i> Mk VII flights, 2x <i>Raptor</i> flights</td></tr>
<tr><td>CAE <i>Berzerk</i> class Fleet Escort</td><td>6/1</td><td>6/6/8</td><td>4D</td><td>-</td><td>-</td><td>4</td><td>395 + 162</td></tr>
<tr><td colspan="8">Primary weapons and equipment</td></tr>
<tr><td><i>Light railgun turrets:</i></td><td colspan="7">1x (LA: 1/1/-), 1x (RA: 1/1/-)</td></tr>
<tr><td><i>Craft carried:</i></td><td colspan="7">2x <i>Viper</i> Mk VII flights, 2x <i>Raptor</i> flights</td></tr>
<tr><td>DD Destroyer</td><td>6/1</td><td>4/6/8</td><td>3D</td><td>2A</td><td>-</td><td>4</td><td>625 + 162</td></tr>
<tr><td colspan="8">Primary weapons and equipment</td></tr>
<tr><td><i>Heavy railguns:</i></td><td colspan="7">2x (Fwd: 2/2/1)</td></tr>
<tr><td><i>Light railgun turrets:</i></td><td colspan="7">2x (360: 2/1/1)</td></tr>
<tr><td><i>Craft carried:</i></td><td colspan="7">2x <i>Viper</i> Mk VII flights, 2x <i>Raptor</i> flights</td></tr>
<tr><td>CA Light Cruiser</td><td>6/0</td><td>3/4/5</td><td>2D</td><td>-</td><td>-</td><td>4</td><td>440 + 122</td></tr>
<tr><td colspan="8">Primary weapons and equipment</td></tr>
<tr><td><i>Light railgun turrets:</i></td><td colspan="7">4x (360: 2/1/-)</td></tr>
<tr><td><i>Craft carried:</i></td><td colspan="7">2x <i>Viper</i> Mk VII flights, 1x <i>Raptor</i> flight</td></tr>
</table>

Fighter	Move	Defence	Attack	Scout	Points
Viper Mk II flight	12T	4	D	-	35
Viper Mk VII flight	14T	4	E	-	41
Blackbird flight	15	4	-	1	35
Raptor flight	12	3	-	2	40
Stealthstar flight	14T	4	D	2	56

The Cylons

Ship	Move	Hull	Sec	Msl	Sct	Cmd	Points
Resurrection Ship	3/2	4/8/12	0	-	-	4	190

SCSS Basestar	3/2	7/14/21	0	12A	-	6F	1,020 + 930
Primary weapons and equipment							
Craft carried:	30x *Raider* flights						
Ship traits:	May launch all *Raiders* in one turn, may carry up to 6 additional *Heavy Raider* or Reconnaissance Drone flights at additional points.						
SCS Cylon *Guardian* Basestar	3/2	8/13/18	0	6A	6	6F	660 + 540
Primary weapons and equipment							
Craft carried:	20x *Pre-War Raider* flights						
SCS Pre-War Basestar	3/2	8/13/18	0	8A	-	4	616 + 540
Primary weapons and equipment							
Craft carried:	20x *Pre-War Raider* flights						
Ship traits:	No reverse movement penalties						

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Pre-War Raider flight	12	3	C	-	27
Raider flight	13	3	D	-	31
Heavy Raider flight	12	4	2xD	-	42
Reconnaissance Drone	12	3	-	2	40

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THE EARLY YEARS

Advanced ships

The Colonial Fleet

Ship information can be found here.

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
YCVA *Olympia* class Heavy Carrier	6/2	8/13/18	5	-	-	4F	400 + 348
Primary weapons and equipment							
Craft carried:	12x *Scarab* flights						
YBB *Agamennon* class Battleship	4/2	8/13/18	4	4A	-	4F	720
Primary weapons and equipment							
Heavy turbolaser batteries:	2x (Fwd: 2/2/1)						
Turbolaser batteries:	2x (Fwd: 2/2/-)						
YBBS *Agamennon-S* class Battleship	4/2	8/13/18	4	-	-	4F	540 + 174
Primary weapons and equipment							
Heavy turbolaser batteries:	2x (Fwd: 2/2/1)						
Turbolaser batteries:	2x (Fwd: 2/2/-)						
Craft carried:	6x *Scarab* flights						
YBBV *Agamennon-V* class Battleship	4/2	8/13/18	5	-	-	4F	380 + 464
Primary weapons and equipment							

Craft carried:	16x *Scarab* flights						
YCC *Lupis* class Command Cruiser	9/0	4/7/9	2	-	-	4F	365
Primary weapons and equipment *Turbolaser batteries:*	 1x (Fwd: 2/2/-)						
YCA *Garou* class Heavy Cruiser	6/0	4/7/9	2	-	-	2	280
Primary weapons and equipment *Turbolaser batteries:*	 1x (Fwd: 2/2/-)						
YCL *Canis* class Light Cruiser	7/0	3/5/7	1	-	-	2	235
Primary weapons and equipment *Turbolaser batteries:*	 2x (Fwd: 1/1/-)						
YDD *Avion* class destroyer	5/0	2/4/5	1	-	-	0	175
Primary weapons and equipment *Turbolaser batteries:*	 1x (360: 1/1/-)						
PBR *Sagitarra* class Patrol Ship Rocket	6/0	2/4/5	C	-	-	0	240
Primary weapons and equipment *Rocket batteries:* *Ship traits:*	 3x (Fwd: 2/-/-) Patrolboat						
PBG *Captica* class Patrol Ship Gun	6/0	2/4/5	2	-	-	0	205
Primary weapons and equipment *Ship traits:*	 Patrolboat						
YML *Taura* class Minelayer	6/0	2/4/5	C	-	-	0	270
Primary weapons and equipment *Ship traits:* *Ship traits:*	 3 Ready mine racks, 12 mine factors in cargo Patrolboat						
YMS *Scorpio* class Minesweeper	6/0	2/4/5	1	-	-	0	205
Primary weapons and equipment *Ship traits:*	 Patrolboat, Minesweeper						

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Scarab flight	10T	3	C	-	29

The Cylon Supreme Star Force

Ship information can be found here.

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
YSCS *Styx* class Baseship	4/2	17/29/40	6	-	-	4F	740 + 456
Primary weapons and equipment *Pulsar batteries:* *Craft carried:* *Ship traits:*	 2x (360: 2/1/1) 24x *Pillager Raider* flights No reverse movement penalties						
ACL Large Asteroid Ship	5/2	15/20/25	5	-	-	4	680 + 361
Primary weapons and equipment *Pulsar batteries:* *Craft carried:*	 2x (LH: 2/1/1), 2x (RH: 2/1/1) 19x *Pillager Raider* flights						
ACA Small Asteroid Ship	4/2	10/15/20	2	-	-	3	430 + 133
Primary weapons and equipment *Pulsar batteries:* *Craft carried:*	 2x (Fwd: 2/1/1), 1x (Aft: 2/1/1) 7x *Pillager Raider* flights						
ACS Small Asteroid Scout Ship	4/2	10/15/20	2	-	4	3	470 + 133
Primary weapons and equipment *Pulsar batteries:*	 2x (LH: 2/1/1), 2x (RH: 2/1/1)						

Craft carried:	7x *Pillager Raider* flights

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Pillager Raider flight	9	2	B	-	19

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THE COLONIAL FLEET

Advanced ships

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
SSCS Battlestar *Excaliber*	6/2	16/26/36	12	5A	-	10F	1,135 + 1,203
Primary weapons and equipment *Turbolaser batteries:* *Craft carried:* *Options:*	 2x (Fwd: 2/2/1) 27x *Viper* flights, 6x *Asp* flights May reconfigure Secondary batteries at +90 points.						
SCS *Helios* class Warstar	6/2	15/24/33	8	4A	4	12F	1,100 + 1,604
Primary weapons and equipment *Heavy turbolaser batteries:* *Craft carried:* *Ship traits:* *Options:*	 2x (Fwd: 3/2/2) 36x *Viper* flights, 8x *Asp* flights Has a command radius of 25 hexes May reconfigure Secondary batteries at +60 points.						
CVA Battlestar *Atlantia*	6/2	11/18/25	7	-	-	10F	575 + 814
Primary weapons and equipment *Craft carried:* *Options:*	 18x *Viper* flights, 4x *Asp* flights May reconfigure Secondary batteries at +45 points.						
CVA Battlestar *Columbia*	6/2	11/18/25	7	-	4	6F	575 + 814
Primary weapons and equipment *Craft carried:* *Options:*	 18x *Viper* flights, 4x *Asp* flights May reconfigure Secondary batteries at +45 points.						
CVA Battlestar *Galactica*	6/2	11/18/25	7	-	-	8F	540 + 814
Primary weapons and equipment *Craft carried:* *Options:*	 18x *Viper* flights, 4x *Asp* flights May reconfigure Secondary batteries at +45 points.						
CVA Battlestar *Liburnia*	6/2	11/18/25	7	-	-	6F	515 + 401
Primary weapons and equipment *Craft carried:* *Options:*	 9x *Viper* flights, 2x *Asp* flights May reconfigure Secondary batteries at +45 points.						
CVA Battlestar *Nova*	6/2	11/18/25	7	-	-	6F	655 + 814
Primary weapons and equipment *Heavy turbolaser batteries:* *Craft carried:* *Options:*	 2x (Fwd: 3/2/2) 18x *Viper* flights, 4x *Asp* flights May reconfigure Secondary batteries at +45 points.						
CVA Battlestar *Pegasus*	6/2	11/18/25	7	6A	-	6F	785 + 814
Primary weapons and equipment *Craft carried:* *Options:*	 18x *Viper* flights, 4x *Asp* flights May reconfigure Secondary batteries at +45 points.						
CVA Battlestar *Poseidon*	8/2	11/18/25	7	-	-	6F	535 + 814
Primary weapons and equipment							

Craft carried:	18x *Viper* flights, 4x *Asp* flights						
Options:	May reconfigure Secondary batteries at +45 points.						
CVA Battlestar *Rycon*	6/2	11/18/25	7	-	2	8F	575 + 814
Primary weapons and equipment							
Craft carried:	18x *Viper* flights, 4x *Asp* flights						
Options:	May reconfigure Secondary batteries at +45 points.						
CVA Battlestar *Titania*	5/2	11/18/25	7	-	-	6F	655 + 814
Primary weapons and equipment							
Craft carried:	18x *Viper* flights, 4x *Asp* flights						
TShip traits:							
Options:	May reconfigure Secondary batteries at +45 points.Armoured hull						
CVS *Pulsar* class Gunstar	6/2	9/16/22	5	2A	-	5	735 + 366
Primary weapons and equipment							
Heavy turbolaser:	1x (Fwd: 4/4/3)						
Turbolaser batteries:	1x (360: 3/2/2)						
Craft carried:	8x *Viper* flights, 2x *Asp* flights						
Options:	May reconfigure Secondary batteries at +30 points.						
Multigenres variant:	Replace Heavy turbolaser with 1x (Fwd: 4/4/3/2 Distant), adds +40 points						
CVS *Teaucer* class Missilestar	6/2	9/16/22	6	6A	-	4	700 + 366
Primary weapons and equipment							
Craft carried:	8x *Viper* flights, 2x *Asp* flights						
Options:	May reconfigure Secondary batteries at +45 points.						
CVS *Spawn* class Fightingstar	6/2	9/16/22	6	2A	-	6	600 + 396
Primary weapons and equipment							
Turbolaser batteries:	2x (Fwd: 2/1/1)						
Craft carried:	10x *Viper* flights, 2x *Asp* flights						
Options:	May reconfigure Secondary batteries at +45 points.						
PBB *Kobol* class Bombardment ship	6/2	9/16/22	4	4A	-	5	920 + 140
Primary weapons and equipment							
Heavy turbolasers:	3x (Fwd: 4/4/3)						
Craft carried:	4x *Viper* flights						
Multigenres variant:	Replace Heavy turbolaser with 3x (Fwd: 4/4/3/2 Distant), adds +120 points						
BC *Osiris* class Battlecruiser	6/2	9/16/22	4	5A	-	6F	815
Primary weapons and equipment							
Turbolaser batteries:	2x (Fwd: 2/2/1), 1x (LA: 1/1/-), 1x (RA: 1/1/-)						
BC *Osiris* class Battlecruiers (refit)	6/2	9/16/22	4	5A	-	6F	855
Primary weapons and equipment							
Turbolaser batteries:	2x (Fwd: 2/2/1), 1x (LA: 2/1/1), 1x (RA: 2/1/1)						
BC *Maximus* class Battlecruiser	7/1	8/14/20	3	-	-	5	715
Primary weapons and equipment							
Turbolaser batteries:	4x (360: 2/2/1)						
CVS *Triton* class Strike Carrier (prototype)	6/1	8/15/22	5	-	2	5	575 + 466
Primary weapons and equipment							
Turbolaser batteries:	2x (Fwd: 2/2/1)						
Craft carried:	12x *Viper* flights, 2x *Asp* flights						
Options:	May reconfigure Secondary batteries at +30 points.						
CVS *Triton* class Strike Carrier (production)	6/1	8/15/22	6	-	2	5	595 + 732
Primary weapons and equipment							
Turbolaser batteries:	2x (Fwd: 2/2/1)						
Craft carried:	16x *Viper* flights, 4x *Asp* flights						
Options:	May reconfigure Secondary batteries at +45 points.						
CA *Protector* class Cruiser	6/1	9/15/21	6	-	-	5	555 + 436

Primary weapons and equipment							
Turbolaser batteries:	2x (Fwd: 2/2/1)						
Craft carried:	10x *Viper* flights, 2x *Asp* flights						
Options:	May reconfigure Secondary batteries at +45 points.						
CA *Tiger* class Destroyer	7/1	9/15/21	5	2A	-	5	708 + 113
Primary weapons and equipment							
Turbolaser batteries:	2x (Fwd: 3/2/1), 1x (Fwd: 2/2/1)						
Craft carried:	2x *Viper* flights, 1x *Asp* flight						
Options:	May reconfigure Secondary batteries at +30 points.						
CVS *Hermes* class Fleet Tender	6/2	7/14/20	3	-	-	2	340 + 140
Primary weapons and equipment							
Craft carried:	4x *Viper* flights						
CVM *Thera* class Medium Carrier	6/2	8/13/22	5	-	-	6F	430 + 732
Primary weapons and equipment							
Craft carried:	16x *Viper* flights, 4x *Asp* flights						
DVL *Virgo* class Destroyer Leader	6/2	8/13/18	6	-	-	6F	550 + 716
Primary weapons and equipment							
Turbolaser batteries:	2x (Fwd: 2/2/1)						
Craft carried:	18x *Viper* flights, 2x *Asp* flights						
DD *Libra* class Destroyer	6/1	7/11/16	4	-	-	4	475 + 148
Primary weapons and equipment							
Turbolaser batteries:	2x (Fwd: 3/2/1)						
Craft carried:	3x *Viper* flights, 1x *Asp* flight						
DDD *Leosia* class Missile Destroyer	9/1	7/11/16	4	4A	-	4	573 + 148
Primary weapons and equipment							
Craft carried:	3x *Viper* flights, 1x *Asp* flight						
DDS *Eidolon* class Scout Destroyer	6/1	7/11/16	5	-	8	4	495 + 191
Primary weapons and equipment							
Craft carried:	3x *Viper* flights, 2x *Asp* flight						
DDV *Aquaria* class Destroyer Carrier	9/1	7/11/16	4	-	-	4	393 + 366
Primary weapons and equipment							
Craft carried:	8x *Viper* flights, 1x *Asp* flight						
CLE *Ranger* class Escort	9/0	6/9/12	2	-	2	4	405 + 43
Primary weapons and equipment							
Turbolasers:	1x (Fwd: 2/1/1)						
Craft carried:	1x *Asp* flight						
CL *Xerxes* class Light Cruiser	6/0	5/8/12	2	-	-	4	290 + 140
Primary weapons and equipment							
Craft carried:	4x *Viper* flights						
CVL *Xerxes* class Light Carrier	6/0	5/8/12	2	-	-	4	290 + 358
Primary weapons and equipment							
Craft carried:	9x *Viper* flights, 1x *Asp* flight						
CLC *Xerxes* class Command Cruiser	6/0	5/8/12	2	-	-	6F	340 + 183
Primary weapons and equipment							
Craft carried:	4x *Viper* flights, 1x *Asp* flight						
CLS *Xerxes* class Strike Cruiser	6/0	5/8/12	2	-	-	4	350 + 140
Primary weapons and equipment							
Turbolaser battery:	1x (Fwd: 3/2/1)						
Craft carried:	4x *Viper* flights						
CLD *Xerxes* class Missile Cruiser	6/0	5/8/12	2	2A	-	4	380 + 140
Primary weapons and equipment							
Craft carried:	4x *Viper* flights						
CLE *Xerxes* class Fleet Escort	6/0	5/8/12	3	-	-	4	310 + 183

Primary weapons and equipment *Craft carried:*	 4x *Viper* flights, 1x *Asp* flight						
MSL *Xerxes* class Minesweeper	6/0	6/9/12	2	-	-	4	390 + 140
Primary weapons and equipment *Craft carried:* *TShip traits:*	 4x *Viper* flights 4 Ready mine racks, 8 mine factors in cargo, Minesweeper						
CPL *Xerxes* class Patrol Cruiser	6/0	5/8/12	2	-	-	4	330 + 140
Primary weapons and equipment *Turbolaser:* *Craft carried:*	 1x (Fwd: 2/1/1) 4x *Viper* flights, 1x *Asp* flight						
SRL *Xerxes* class Science Cruiser	6/0	5/8/12	2	-	-	4	290 + 183
Primary weapons and equipment *Craft carried:*	 4x *Viper* flights, 1x *Asp* flight						
ATL *Xerxes* class Light Transport	6/0	5/8/12	2	-	-	4	290 + 140
Primary weapons and equipment *Craft carried:*	 4x *Viper* flights						
PFL *Xerxes* class Patrolboat Tender	6/0	5/8/12	2	-	-	4	290 + Patrolboats
Primary weapons and equipment *Craft carried:*	 2x Patrolboat counters						
CFL *Xerxes* class Priority Cruiser	11/0	5/8/12	2	-	-	4	365 + 140
Primary weapons and equipment *Craft carried:*	 4x *Viper* flights						
CL *Xerxes* class Scout Cruiser	6/0	5/8/12	2	-	4	4	350 + 226
Primary weapons and equipment *Craft carried:*	 4x *Viper* flights, 2x *Asp* flight						
PF *Pegasi* class Patrolboat	9/0	2/4/6	1	-	-	0	240 + 105
Primary weapons and equipment *Craft carried:* *Ship traits:*	 3x *Viper* flight Patrolboat						
PF *Gryphon* class Patrolboat	9/0	2/4/6	2	-	-	0	260 + 140
Primary weapons and equipment *Craft carried:* *Ship traits:*	 2x *Viper* flight Patrolboat						
PG *Hippogriff* class Gunboat	8/0	2/4/6	C	-	-	0	240
Primary weapons and equipment *Turbolasers:* *Ship traits:*	 1x (Fwd: 1/1/-) Patrolboat						

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Viper flight	12T	4	D	-	35
Asp flight	13T	3	-	2	43
Ship traits: May combine with *Viper* flights					
Viper & *Asp* combined flight	12T	4	D	2	-

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Advanced ships

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
DND *Warstar* class Dreadnought	2/2	30/48/65	6	16B	-	4	1,314 + 250
Primary weapons and equipment							
Craft carried:	10x *Raider* flights						
Ship traits:	No reverse movement penalties						
SCS *Hades* class Baseship	3/2	24/39/54	10	-	-	6F	1,270 + 950
Primary weapons and equipment							
Mega-pulsar batteries:	2x (LH: 2/2/1), 2x (RH: 2/2/1)						
Pulsar batteries:	2x (LH: 2/1/-), 2x (RH: 2/1/-)						
Craft carried:	38x *Raider* flights						
Ship traits:	No reverse movement penalties						
SCS *Hades* class Up-gunned Baseship	3/2	24/39/54	10	-	-	6F	1,348 + 950
Primary weapons and equipment							
Mega-pulsar batteries:	1x (LH: 4/4/3), 1x (RH: 4/4/3)						
Pulsar batteries:	2x (LH: 2/1/-), 2x (RH: 2/1/-)						
Craft carried:	38x *Raider* flights						
Ship traits:	No reverse movement penalties						
Multigenres variant:	Replace Mega-pulsar batteries with 1x (LH: 4/4/3/2 Distant), 1x (RH: 4/4/3/2 Distant) adds +100 points						
SCS *Hades* class Anti-ship Baseship	3/2	24/39/54	6	-	-	6F	1,366 + 950
Primary weapons and equipment							
Mega-pulsar batteries:	2x (LH: 2/2/1), 2x (RH: 2/2/1), 2x (Fwd: 2/2/1), 2x (Aft: 2/2/1)						
Craft carried:	38x *Raider* flights						
Ship traits:	No reverse movement penalties						
SCS *Hades* class Scout Baseship	3/2	24/39/54	10	-	4	6F	1,178 + 950
Primary weapons and equipment							
Mega-pulsar batteries:	2x (LH: 2/2/1), 2x (RH: 2/2/1)						
Craft carried:	38x *Raider* flights						
Ship traits:	No reverse movement penalties						
SCS *Hades* class Minelayer Baseship	3/2	24/39/54	10	-	-	6F	1,378 + 950
Primary weapons and equipment							
Mega-pulsar batteries:	2x (LH: 2/2/1), 2x (RH: 2/2/1)						
Craft carried:	38x *Raider* flights						
Ship traits:	8 Ready mine factors, 32 mine factors in cargo, Minesweeper, No reverse movement penalties						
SCS *Hades* class Bombardment Baseship	3/2	24/39/54	10	8B	-	6F	1,258 + 950
Primary weapons and equipment							
Mega-pulsar batteries:	1x (LH: 2/2/1), 1x (RH: 2/2/1)						
Craft carried:	38x *Raider* flights						
Ship traits:	No reverse movement penalties						
SCS *Hades* class Transport Baseship	3/2	24/39/54	10	-	-	6F	1,270 + 950
Primary weapons and equipment							
Mega-pulsar batteries:	2x (LH: 2/2/1), 2x (RH: 2/2/1)						
Pulsar batteries:	2x (LH: 2/1/-), 2x (RH: 2/1/-)						
Craft carried:	38x *Raider* flights						
Ship traits:	No reverse movement penalties						
CA *Lethe* Half Ship	4/2	11/18/26	4	-	-	4F	628 + 475
Primary weapons and equipment							
Pulsar batteries:	1x (LH: 3/2/1), 1x (RH: 3/2/1)						
Craft carried:	19x *Raider* flights						
Ship traits:	No reverse movement penalties						
CA *Fenrir* class Attack Star	5/1	11/18/26	4	-	-	4	669 + 475
Primary weapons and equipment							

Pulsar batteries:	2x (360: 2/2/1)						
Pulsar batteries:	1x (LH: 2/1/-), 1x (RH: 2/1/-)						
Craft carried:	19x *Raider* flights						
Ship traits:	No reverse movement penalties						
CAS *Proteus* class Patrol Star	6/1	9/15/20	3	-	8	4	540 + 225
Primary weapons and equipment							
Craft carried:	9x *Raider* flights						
Ship traits:	Base EWE 5 hexes, No reverse movement penalties						
ACL Large Asteroid Ship	5/2	15/20/25	5	-	-	4	680 + 475
Primary weapons and equipment							
Pulsar batteries:	2x (LH: 2/1/1), 2x (RH: 2/1/1)						
Craft carried:	19x *Raider* flights						
ACA Small Asteroid Ship	4/2	10/15/20	2	-	-	3	430 + 175
Primary weapons and equipment							
Pulsar batteries:	2x (Fwd: 2/1/1), 1x (Aft: 2/1/1)						
Craft carried:	7x *Raider* flights						
ACS Small Asteroid Scout Ship	4/2	10/15/20	2	-	4	3	470 + 175
Primary weapons and equipment							
Pulsar batteries:	2x (LH: 2/1/1), 2x (RH: 2/1/1)						
Craft carried:	7x *Raider* flights						
TKR *Cylon* class Tanker	6/1	4/7/10	0	-	-	0	175 + 25
Primary weapons and equipment							
Craft carried:	1x *Raider* flights *						
TKR *Cylon* class Armed Tanker	6/1	4/7/10	1	-	-	0	195 + 25
Primary weapons and equipment							
Craft carried:	1x *Raider* flight *						
TKR *Cylon* class Power Ship	6/1	4/7/10	0	-	-	0	155 + 25
Primary weapons and equipment							
Craft carried:	1x *Raider* flight *						
TKV *Cylon* class Fighter Carrier	6/1	4/7/10	1	-	-	0	195 + 150
Primary weapons and equipment							
Craft carried:	6x *Raider* flights						
TKR-Q *Cylon* class Q-Tanker	6/1	4/7/10	0	-	-	0	255 + 75
Primary weapons and equipment							
Pulsar batteries:	2x (Fwd: 1/1/1)						
Craft carried:	3x *Raider* flights						

* Fighter-less tankers are as normal, but without the Raider costs.

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Raider flight	10	3	C	-	25
Wraith flight	10	3	C	2	45
Foxbat flight	12	4	D	-	32
Raider Death Squadron flight	10	3	C	-	35
Ship traits: Ram flight					
Heavy Raider flight	10	4	2xD	-	40
Heavy Scout Raider flight	12	4	C	2	50
Heavy Minelayer Raider flight	10	4	C	-	58
Ship traits: 1 Ready mine rack, Minesweeper					

Notes

Raider flights can be substituted for *Wraith* flights on a 1:1 basis. A maximum number equalling the ships Command or twice its Scout Points (whichever is greater) may be swapped.

Raider flights can be substituted for *Foxbat* flights on a 1:1 basic. There is no maximum number of flights that may be swapped in this way, but this is subject to all players approval.

Raider flights can be substituted for *Raider Death Squadron* flights on a 1:1 basic. A maximum number equalling twice the ships Commnd Rating may be swapped.

Raiders can be substituted for *Heavy Raider* flights on a 1:1 basis. There is no limit to the amount that may be swapped, but *Scout Raiders* are included in the same limit as *Wraith* flights.

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CIVILIANS, PIRATES AND ALIENS

Advanced ships

Civilian ships

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Small freighter	3/1	2/4/6	-	-	-	0	83
Primary weapons and equipment							
Ship traits:	Weak hull						
Small armed freighter	3/1	2/4/6	C	-	-	0	99
Primary weapons and equipment							
Ship traits:	Weak hull						
Large freighter	3/2	4/8/10	-	-	-	0	105
Primary weapons and equipment							
Ship traits:	Weak hull						
Large armed freighter	3/2	4/8/10	1	-	-	0	125
Primary weapons and equipment							
Ship traits:	Weak hull						
Ore freighter	4/2	5/10/15	-	-	-	0	153
Primary weapons and equipment							
Ship traits:	Weak hull						
Armed ore freighter	4/2	5/10/15	1	-	-	0	173
Primary weapons and equipment							
Ship traits:	Weak hull						
Sunset class Passenger liner	5/2	4/8/12	-	-	-	0	140
Primary weapons and equipment							
Ship traits:	Weak hull						
Sunset class armed passenger liner	5/2	4/8/12	2	-	-	0	180
Primary weapons and equipment							
Ship traits:	Weak hull						

Scout class Deep Space Research Ship	8/2	2/3/4	-	-	2	0	150 + 43
Primary weapons and equipment *Craft carried:*	1x *Asp* flight						
Livery class Agroship	4/2	2/4/6	-	-	-	0	85
Primary weapons and equipment *Ship traits:*	Weak hull						
Deliverance class Agroship	2/2	6/12/18	-	-	-	0	155
Primary weapons and equipment *Ship traits:*	Weak hull						
Pentere class Yacht	9/0	1/2/3	-	-	-	0	158
Primary weapons and equipment *Ship traits:*	Weak hull						
Pentere class Armed Yacht	9/0	1/2/3	1	-	-	0	178
Primary weapons and equipment *Ship traits:*	Weak hull						
Zephr class High Speed Transport	10/0	1/2/3	1	-	-	0	193
Primary weapons and equipment *Ship traits:*	Weak hull						

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Normal shuttle	3	1	-	-	6
Armed shuttle	3	1	A	-	9
Attack shuttle	8	2	B	-	18
Rapier Heavy Attack shuttle	8	4	C	-	26

Pirate ships

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Small pirate freighter	3/1	3/5/6	1	-	-	0	138
Primary weapons and equipment *Turbolaser battery:*	1x (Fwd: 1/1/-)						
Apep Pirate Cruiser	6/0	5/8/12	2	-	-	4	290 + 94
Primary weapons and equipment *Craft carried:*	2x *Scarab* flight, 2x Attack shuttle flights						
Firebird Pirate Cruiser	6/0	5/8/12	2	2B	-	4	380 + 88
Primary weapons and equipment *Craft carried:* *Ship traits:*	2x *Rapier* Heavy Attack shuttle flights, 2x Attack shuttle flights 1 Ready mine rack, 10 mine factors in cargo						

Alien ships

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Skafraxian Defence Cruiser	5/2	2/4/6	2	-	-	2	220
Primary weapons and equipment *Turbolaser batteries:*	1x (Fwd: 2/1/-), 1x (Aft: 1/1/-)						

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Advanced ships

Marvel Comics

Ship information can be found here.

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Cylon Mark III *Raider*	14	6	D (D)	1	64
Ship traits:	The fighter has a rear attack (D) which may be used in conjunction with the forward attack.				
Scavenge World flight	12	3	D	-	30

Eurayle, Empress of Scavenge World may be found in a Scavenge World fighter flight.

Maximum Press Comics

Ship information can be found here.

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Battlestar *Galactica*	6/2	11/18/25	7	-	-	8F	570 + 738
Primary weapons and equipment							
Craft carried:	18x *Upgraded Viper* flights						
Ship traits:	Temporal overdrive tunnel						
Options:	May carry an additional 4x *Upgraded Asp* flights at +236 points.						
Battlestar *Pegasus*	6/2	11/18/25	7	-	-	8F	1,080 + 738
Primary weapons and equipment							
Pegasus cannon:	See Energy cannon special rules						
Craft carried:	18x *Upgraded Viper* flights						
Ship traits:	Temporal overdrive tunnel						
Options:	May carry an additional 4x *Upgraded Asp* flights at +236 points.						
Cylon Baseship	3/2	18/30/40	10	-	-	6F	944 + 1,216
Primary weapons and equipment							
Enery cannon:	See Energy cannon special rules						
Craft carried:	38x *Upgraded Raider* flights						
Ship traits:	Warp corridor, No reverse movement penalties						
Options:	May carry *Upgraded Scout Raiders* flights at normal capacity rates						

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Upgraded Viper flight	13T	5	D	-	41
Upgraded Asp flight	14T	5	C	2	59
Ship traits:	May combine with *Upgraded Viper* flights				
Upgraded Viper & *Upgraded Asp* combined flight	13T	5	D	2	-
Upgraded Raider flight	12	4	D	-	32
Upgraded Scout Raider flight	12	4	D	2	52

Galactica: 80

Ship information can be found here.

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Asp Mk II Recon fighter flight	13T	4	D	2	56
Cylon *AB Raider* flight	13	6	D	-	51
Ship traits: Has 1 ECM point					

A Colonial ship may substitute any number of *Asp* flights for *Asp Mk II* flights.
A Cylon *AB Raider* is treated as a normal *Heavy Raider* for substitution purposes.

The Tom DeSanto Revival

Ship information can be found here.

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Battlestar *Galactica*	6/2	11/18/25	7	-	-	8F	810 + 642
Primary weapons and equipment							
Turbolaser batteries:	4x (Fwd: 3/2/1)						
Craft carried:	16x *Viper* flights, 2x *Advanced Viper* flights						
Options:	May carry an additional 4x *Asp* flights at +224 points.						
Cylon Baseship	4/2	26/44/60	10	-	-	6F	1,532 + 1,216
Primary weapons and equipment							
Mega-pulsar batteries:	2x (LH: 2/2/1), 2x (RH: 2/2/1)						
Pulsar batteries:	2x (LH: 2/1/-), 2x (RH: 2/1/-)						
Craft carried:	38x *Advanced Raider* flights						
Ship traits:	May launch all *Raiders* in one turn, No reverse movement penalties						
Options:	May carry *Advanced Scout Raiders* flights at normal capacity rates						

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Advanced Viper flight	14T	5	D	-	41
Advanced Raider flight	12	4	D	-	32
Advanced Scout Raider flight	12	4	D	2	52

The Colonials can have a maximum of 2 flights of *Advanced Vipers* only.

The Second Coming

Ship information can be found here.

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Battlestar *Galactica*	6/2	11/18/25	8	-	-	8F	830 + 700
Primary weapons and equipment							
Turbolaser batteries:	4x (Fwd: 3/2/1)						
Craft carried:	20x *Viper* flights						
Options:	May carry an additional 4x *Asp* flights at +184 points.						
Super Baseship	2/2	230/370/512	24	12B	8	12F	8,120 + 2,250
Primary weapons and equipment							
Plasma cannon:	1x (Fwd: 12/10/8/4 Distant)						
Mega-pulsar batteries:	3x (360: 4/4/3)						
Pulsar batteries:	4x (Fwd: 3/2/2), 4x (la: 3/2/2), 4x (ra: 3/2/2), 4x (Aft: 3/2/2)						
Craft carried:	90x *Raider* flights						
Ship traits:	Large ship, No reverse movement penalties						
Options:	May carry all normal *Raider* variants at normal capacity rates						

Notes:	The Super Baseship may fire its Plasma cannon every other turn. The cannon will be destroyed when the ship takes Heavy Damage.

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Scarlet Viper single fighter	14T	4	D	-	36
Ship traits: May combine with a normal *Viper* flight, Single fighter					
Scarlet Viper & *Viper* combined flight	12T	5	D	-	-
Scarlet Viper flight	14T	5	E	-	46
Dark Raider single fighter	12	4	D	-	32
Ship traits: May combine with a normal *Raider* flight, Single fighter					
Dark Raider & *Raider* combined flight	10	4	D	-	-
Dark Raider flight	12	5	E	-	42

The Colonials may purchase up to 4 *Scarlet Viper* single fighters or 2 *Scarlet Viper* flights.
The Cylons may purchase up to 4 *Dark Raider* single fighters or 4 *Dark Raider* flights.

Richard Hatch novels

Ship information can be found here.

The Colonial Fleet

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Battlestar *Galactica*	6/2	11/18/25	7	-	-	8F	660 + 630
Primary weapons and equipment							
Craft carried:	18x *Viper* flights						
Ship traits:	Deflector shields (+1)						
Options:	May carry an additional 4x *Asp* flights at +184 points.						
Battlestar *Pegasus*	6/2	11/18/25	7	6A	-	6F	930 + 630
Primary weapons and equipment							
Craft carried:	18x *Viper* flights						
Ship traits:	Deflector shields (+1)						
Options:	May carry an additional 4x *Asp* flights at +184 points.						

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Azure class flight	13T	4	D	-	36
Scarlet Viper single fighter	14T	4	D	-	36
Ship traits: May combine with a normal *Viper* flight, Single fighter					
Scarlet Viper & *Viper* combined flight	12T	5	D	-	-
Scarlet Viper & *Azure* combined flight	13T	5	D	-	-
Scarlet Viper flight	14T	5	E	-	46
Viper Duet	13T	4	D (D)	-	49
Ship traits: The fighter has a rear attack (D) which may be used in conjunction with the forward attack.					

Colonial fighters during the novels.

At the beginning of the novels, the *Galactica* may substitute half of its *Vipers* for *Azure* class fighters and either 4 *Scarlet Viper* single fighters or 1 flight (only) of *Scarlet Vipers*.
During **Warhawk**, the *Pegasus* may use *Azure* class fighter and 1 flight of *Viper Duets*.
After **Warhawk**, the Colonial forces may substitute all of their *Vipers* for *Azure* class, and up to half may be *Scarlet Vipers* and *Viper Duet* class.

QSE generators

Some *Vipers* may be equipped with QSE generators, as may capital ships and civilian ships at additional cost.

The Cylon Supreme Star Force

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Type IV Baseship	2/2	230/370/512	24	12B	8	12F	9,920 + 2,250
Primary weapons and equipment							
Plasma cannon:	1x (Fwd: 12/10/8/4 Distant)						
Mega-pulsar batteries:	3x (360: 4/4/3)						
Pulsar batteries:	4x (Fwd: 3/2/2), 4x (la: 3/2/2), 4x (ra: 3/2/2), 4x (Aft: 3/2/2)						
Craft carried:	90x *Raider* flights						
Ship traits:	Large ship, Deflector shields (+1), No reverse movement penalties, QSE generator						
Options:	May carry all normal *Raider* variants at normal capacity rates						
Notes:	The Super Baseship may fire its Plasma cannon every other turn. The cannon will be destroyed when the ship takes Heavy Damage.						
Hades class Baseship	3/2	24/39/54	10	-	-	6F	1,450 + 930
Primary weapons and equipment							
Mega-pulsar batteries:	2x (LH: 2/2/1), 2x (RH: 2/2/1)						
Pulsar batteries:	2x (LH: 2/1/-), 2x (RH: 2/1/-)						
Craft carried:	38x *Raider* flights						
Ship traits:	Deflector shields (+1), No reverse movement penalties						
Options:	May carry all normal *Raider* variants at normal capacity rates						

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Dark Raider flight	12	4	D	-	132
Ship traits:	QSE generator				
Raider with Dark Centurion pilot flight	10	4	D	-	30

A Cylon capital ship may contain a number of *Dark Raider* flights or *Raiders* with Dark Centurion pilots equal to twice its Command rating. These *Dark Raiders* replace normal *Raiders* on the ship and will cost additional points.

QSE generators

Hades Baseships may be equipped with QSE generators at additional cost.

The Chitain

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Chitain Dreadnought	3/2	48/78/108	0	-	-	12F	2,460 + 2,300
Primary weapons and equipment							
Stinger weapons:	3x (360: 6/6/4 Secondary)						
Craft carried:	50x Chitain fighter flights						
Ship traits:	Deflector shields (+1)						
Chitain hybrid Baseship	3/2	24/39/54	0	-	-	6F	1,221 + 1,748
Primary weapons and equipment							
Stinger weapons:	3x (360: 4/4/3 Secondary)						
Craft carried:	38x Chitain fighter flights						
Ship traits:	Deflector shields (+1), No reverse movement penalties						
Notes:	May substitute fighters for Cylon *Raiders* at differing points costs.						

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Chitain flighter flight	16	4	D	-	46
Ship traits:	The Chitain fighter may fire its weapons in any direction.				

The Sky

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Sky fighter flight	14	4	D	-	44
Ship traits:	The Sky fighter has 2 points of ECM, however for every point they use, their Move drops by 2. The decision to use ECM and how much, must be made in the Electronic Warfare part of				

	the Initiave Phase.

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FIGHTER VARIANTS

Advanced ships

For completeness, here are the statistics for the additional and variant fighters that can be found on the main website.

Colonial Fighters

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Scarab flight	10T	3	C	-	29
Viper flight	12T	4	D	-	35
Asp recon fighter flight	13T	3	-	2	43
Ship traits: May combine with *Viper* flight					
Viper & *Asp* combined flight	12T	4	D	2	-
Viper B flight	10T	4	C/E	-	47
Viper E flight	12T	5	D	-	40
Viper S flight	13T	4	D(C)	-	44
Cobra Bomber flight	10T	4	D (D)/E	-	49
Viper II flight	14T	4	2xD	-	46
Viper X flight	13T	5	E	-	46

A value in parenthesis denotes an additional rear attack. This may be used in conjunction with any other non-capital ship attack.

Laser torpedoes

The *Viper*, *Viper S* and *Viper II* may mount laser torpedoes, which are energy missiles designed to inflict serious damage on capital ship, turning the *Viper* into a fighter bomber. These give the *Viper* a /E attack. They cost an additional 5 points. Laser torpedoes may be mounted on other *Vipers* fighterCraft from other settings which have no capital ship attack or standard attack of E.

Cylon Fighters

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Pillager Raider fighter flight	9	2	B	-	19
Raider flight	10	3	C	-	25
Wraith Raider flight	10	3	C	2	45
Foxbat Raider flight	13	4	D	-	32
Heavy Raider flight	10	4	2xD	-	40
Heavy Scout Raider flight	12	4	C	2	50
Heavy Minelayer Raider flight	10	4	C	-	58
Ship traits: 1 ready mine rack, Minelayer					

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BATTLESTAR GALACTICA

Advanced ships

Unlike other ships here, the reimaged version of **Battlestar Galactica** is not really designed to be used in conjunction with other settings (such as the multigenre fleets).

The Colonial Fleet

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
BBV *Mercury* class Battlestar	6/2	15/26/36	10D	10A	-	8F	2,370 + 1,386
Primary weapons and equipment							
Heavy railguns:	4x (Fwd: 4/3/2)						
Heavy railgun turrets:	4x (360: 2/2/1)						
Light railgun turrets	4x (LA: 2/1/1), 4x (RA: 2/1/1)						
Craft carried:	26x *Viper* Mk VII flights, 8x *Raptor* flights						
CVS Battlestar *Valkyrie*	6/2	13/22/30	8B	6A	4	6F	1,560 + 978
Primary weapons and equipment							
Heavy railgun turrets:	4x (360: 2/2/1)						
Light railgun turrets:	2x (LA: 2/1/1), 2x (RA: 2/1/1)						
Craft carried:	18x *Viper* Mk VII flights, 6x *Raptor* flights						
Ship traits:	May substitute any number of *Raptor* flights for *Stealthstar* flights						
CVA Battlestar *Galactica*	6/2	12/20/28	8D	8A	-	6F	1,570 + 870
Primary weapons and equipment							
Heavy railgun turrets:	4x (360: 2/2/1)						
Light railgun turrets:	2x (LA: 2/1/1), 2x (RA: 2/1/1)						
Craft carried:	18x *Viper* Mk II flights, 6x *Raptor* flights						
Ship traits:	May substitute 1x *Raptor* flight for 1x *Blackbird* flight only						
CA Heavy Cruiser	6/1	11/18/24	6D	8A	-	5	1m370 + 488
Primary weapons and equipment							
Heavy railguns:	2x (Fwd: 2/2/1)						
Heavy railgun turrets:	2x (360: 2/2/1)						
Light railgun turrets:	2x (LA: 2/1/1), 2x (RA: 2/1/1)						
Craft carried:	8x *Viper* Mk VII flights, 4x *Raptor* flights						
CAE *Berzerk* class Fleet Escort	6/1	7/12/16	6D	-	-	4	675 + 244
Primary weapons and equipment							
Light railgun turrets:	2x (LA: 2/1/1), 2x (RA: 2/1/1)						
Craft carried:	4x *Viper* Mk VII flights, 2x *Raptor* flights						
DD Destroyer	6/1	6/11/15	4D	4A	-	4	965 + 244
Primary weapons and equipment							
Heavy railguns:	2x (Fwd: 3/2/1)						
Light railgun turrets:	4x (360: 2/1/1)						
Craft carried:	4x *Viper* Mk VII flights, 2x *Raptor* flights						
CA Light Cruiser	6/0	4/7/10	3D	-	-	4	530 + 204
Primary weapons and equipment							
Light railgun turrets:	4x (360: 2/1/-)						
Craft carried:	4x *Viper* Mk VII flights, 1x *Raptor* flights						

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Viper Mk II flight	12T	4	D	-	35
Viper Mk VII flight	14T	4	E	-	41
Blackbird flight	15	4	-	1	35
Raptor flight	12	3	-	2	40
Stealthstar flight	14T	4	D	2	56

The Cylons

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Resurrection Ship	3/2	5/10/15	0	-	-	4	220
SCSS Basestar	3/2	7/14/21	0	24A	-	6F	1,660 + 1,550
Primary weapons and equipment							
Craft carried:	50x *Raider* flights						
Ship traits:	May launch all *Raiders* in one turn, may carry up to 10 additional *Heavy Raider* or Reconnaissance Drone flights at additional points.						
SCS Cylon *Guardian* Basestar	3/2	5/10/15	0	10A	6	6F	810 + 675
Primary weapons and equipment							
Craft carried:	25x *Pre-War Raider* flights						
SCS Pre-War Basestar	3/2	5/10/15	0	18A	-	4	976 + 675
Primary weapons and equipment							
Craft carried:	25x *Pre-War Raider* flights						
Ship traits:	No reverse movement penalties						

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Pre-War Raider flight	12	3	C	-	27
Raider flight	13	3	D	-	31
Heavy Raider flight	12	4	2xD	-	42
Reconnaissance Drone	12	3	-	2	40

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MULTI GENRE FLEETS

Advanced ships

No descriptions or background are presented here, simply the ships and *their* basic space combat abilities (many ships are capable of carrying far greater numbers of fighters and other Craft in certain situations). Players are advised to click on any source links for additional non-combat abilities and backstories.

Draconian Empire

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Stellar Fortress *Draconia*	2/2	18/30/40	6	4A	4	6F	1,470 + 480
Primary weapons and equipment							
Heavy pulse weapons:	2x (Fwd: 3/2/2), 1x (LA: 2/2/1), 1x (RA: 2/2/1)						
Light pulse weapons:	3x (Fwd: 2/1/1), 3x (LA: 2/1/1), 3x (RA: 2/1/1), 2x (Aft: 2/1/1)						
Craft carried:	16x Marauder flights						
Source:	Buck Rogers in the 25th Century http://www.universalhartland.com/code/buck000m.shtml						
Battleship	5/2	6/9/12	4	2A	-	4	580 + 240
Primary weapons and equipment							
Pulse weapns:	2x (Fwd: 2/2/1), (1x LA: 2/1/1), 1x (RA: 2/1/1), 1x (Aft: 1/1/-)						
Craft carried:	8x Marauder flights						

Source:	Buck Rogers in the 25th Century http://www.armouryhobbies.com/pid_754.htm

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Marauder flight	12	4	C	-	30

Earth Defence Directorate

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Thunder starfighter flight	12	4	D	-	32
Sled bomber flight	10	4	C/E	-	40

Source: Buck Rogers in the 25th Century

EarthForce

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Omega Destroyer	4/2	13/22/30	5	4B	-	6F	1,233 + 250

Primary weapons and equipment	
Beam cannon:	1x (DF: 3/3/2/1 Distant), 1x (DA: 3/2/2/1 Distant)
Heavy pulse cannon:	1x (Fwd: 3/2/1), 1x (Aft: 3/2/1)
Pulse cannon:	4x (LA: 2/1/1), 4x (RA: 2/1/1)
Craft carried:	10x *Starfury* flights
Notes:	*Starfury* flights may be replaced by *Thunderbolt* flights at a 1:1 swop
Source:	Babylon 5 (http://en.wikipedia.org/wiki/Omega_class_destroyer)

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Hyperion Cruiser	4/2	8/13/18	2	2B	-	4	660 + 50

Primary weapons and equipment	
Beam cannon:	1x (DF: 3/2/1/1 Distant)
Pulse cannon:	2x (FX: 2/1/1), 2x (AX: 2/1/1)
Craft carried:	2x *Starfury* flights
Source:	Babylon 5 (http://en.wikipedia.org/wiki/Hyperion_class_heavy_cruiser)

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Starfury flight	10	3	C	-	25
Thunderbolt flight	11	4	D	-	31

The Galactic Empire

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Executer class Star Dreadnought	2/2	170/275/380	20	10A	4	12F	9,270 + 544

Primary weapons and equipment	
Heavy turbolasers:	8x (LA: 2/2/1), 8x (RA: 2/2/1)
Turbolaser batteries:	6x (Fwd: 2/1/1), 6x (LA: 2/1/1), 6x (RA: 2/1/1), 6x (Aft: 2/1/1)
Craft carried:	12x TIE Fighter flights, 2x TIE/rc flight, 2x TIE Interceptor flight, 2x TIE Bomber flight
Ship traits:	Deflector shields (+2), Large ship
Source:	Star Wars (http://starwars.wikia.com/wiki/Executor-class_Star_Dreadnought)

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Imperial II class Star Destroyer	6/2	15/24/33	8	-	-	6F	1,309 + 272

Primary weapons and equipment	
Heavy turbolasers:	4x (LA: 2/2/1), 4x (RA: 2/2/1)
Turbolaser batteries:	3x (FX: 2/1/1)
Craft carried:	6x TIE Fighter flights, 1x TIE/rc flight, 1x TIE Interceptor flight, 1x TIE Bomber flight
Ship traits:	Deflector shields (+1)
Source:	Star Wars (http://starwars.wikia.com/wiki/Imperial_II-class_Star_Destroyer)

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**

TIE Fighter flight	13	3	C	-	28
TIE/rx flight	14	3	B	1	37
TIE Interceptor flight	14	3	D	-	32
TIE Bomber flight	10	4	C/E	-	35
Gunboat flight	10	5	D/F	-	40

The Rebel Alliance

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
X-Wing flight	12	4	D/E	-	37
Y-Wing flight	10	4	C/E	-	35
A-Wing flight	15	3	C	-	30
B-Wing flight	10	6	D/F	-	50

Source: Star Wars

The System

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Deep Space Vehicle	10/1	6/9/12	4	3A	-	6	1,620
Primary weapons and equipment							
Neutron blaster cannon:	3x (Fwd: 10/8/6/4 Distant)						
Ship traits:	Deflector shields (+2), Herculanium hull						
Notes:	Firing two Neutron blaster cannon decreases the Deflector shield rating to +1. Firing all three Neutron blaster cannon reduces the shield to +0. The decision to fire Neutron blaster cannon or to use shields must be made in the Initiative Phase.						
Source:	Blakes 7 (http://en.wikipedia.org/wiki/Liberator_(Blake's_7)						

The United Federation of Planets

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Constitution class Heavy Cruiser	10/1	2/4/6	-	-	-	6F	1,302
Primary weapons and equipment							
Phaser banks:	1x (FX: 2/2/2/2/1 Extreme Secondary), 1x (LH: 2/2/2/2/1 Extreme), 1x (RH: 2/2/2/2/1 Extreme Secondary)						
Photon torpedoes:	2x (Fwd: 2/2/2/2 Distant)						
Ship traits:	Energy Shield (Total Shield Points: 15, Shield Strength: 5 (Aft Strength 4))						
Source:	Star Trek (http://memory-alpha.org/wiki/Constitution_class)						
Miranda class Research Cruiser	9/1	2/4/5	-	-	-	4	912
Primary weapons and equipment							
Phaser banks:	1x (LH: 2/2/2/1/1 Extreme Secondary), 1x (RH: 2/2/2/1/1 Extreme Secondary)						
Photon torpedoes:	1x (Fwd: 2/2/2/2 Distant), 1x (Aft: 2/2/2/2 Distant)						
Ship traits:	Energy Shield (Total Shield Points: 12, Shield Strength: 4 (Aft Strength 3))						
Source:	Star Trek (http://memory-alpha.org/wiki/Miranda_class)						

Zentraedi

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
Nupetiet-Vergnitzs class flagship	4/2	35/58/80	24!	12B	8	*F	3,700 + 5,750
Primary weapons and equipment							
Heavy particle cannon:	6x (Fwd: 2/2/1/1 Distant), 4x (Aft: 2/2/1/1 Distant)						
Light partice cannon:	34x (Fwd: 1/1/-), 5x (LA: 1/1/-), 5x (RA: 1/1/-), 15x (Aft: 1/1/-)						

Craft carried:	250x *Gnerl* fighterpod flights, 10x *Quel-Quallie* Tactical Scouts							
Ship traits:	Infinite Command Rating, Interceptable Secondary batteries, can carry 400x mecha flights							
Source:	Robotech/Macross http://www.robotech.com/infopedia/mecha/viewmecha.php?id=41							
Quiltra Queleual class carrier	5/2	26/44/60	10!	2B	-	6	1,120 + 575	
Primary weapons and equipment								
Light particle cannon:	6x (Fwd: 1/1/-), 4x (Aft: 1/1/-)							
Craft carried:	25x *Gnerl* fighterpod flights, 6x *Quel-Quallie* Tactical Scouts							
Ship traits:	Interceptable Secondary batteries, can carry 1,200x mecha flights							
Source:	Robotech/Macross http://www.robotech.com/infopedia/mecha/viewmecha.php?id=39							
Queadol Madgomilla class command ship	6/2	24/39/54	14!	8B	4	*F	2,460 + 2,990	
Primary weapons and equipment								
Heavy particle cannon:	5x (Fwd: 2/2/1/1 Distant)							
Light particle cannon:	11x (Fwd: 1/1/-), 3x (LA: 1/1/-), 3x (RA: 1/1/-), 8x (aft: 1/1/-)							
Craft carried:	130x *Gnerl* fighterpod flights, 3x *Quel-Quallie* Tactical Scouts							
Ship traits:	Infinite Command Rating, Interceptable Secondary batteries, can carry 230x mecha flights							
Source:	Robotech/Macross http://www.robotech.com/infopedia/mecha/viewmecha.php?id=40							
Thuverl Salan class destroyer	6/1	20/33/46	7!	4B	-	8	1,370 + 575	
Primary weapons and equipment								
Heavy particle cannon:	3x (Fwd: 2/2/1/1 Distant)							
Light particle cannon:	9x (Fwd: 1/1/-), 2x (LA: 1/1/-), 2x (RA: 1/1/-), 3x (Aft: 1/1/-)							
Craft carried:	25x *Gnerl* fighterpod flights, 2x *Quel-Quallie* Tactical Scouts							
Ship traits:	Interceptable Secondary batteries, can carry 135x mecha flights							
Source:	Robotech/Macross http://www.robotech.com/infopedia/mecha/viewmecha.php?id=43							
Quiltra-Quelamit class gunboat	6/1	10/16/22	4!	-	-	6	835 + 115	
Primary weapons and equipment								
Reflex cannon:	1x (DF: 6/6/4/3 Distant)							
Light particle cannon:	4x (Fwd: 1/1/-), 2x (LA: 1/1/-), 2x (RA: 1/1/-), 2x (Aft: 1/1/-)							
Craft carried:	5x *Gnerl* fighterpod flights							
Ship traits:	Interceptable Secondary batteries, can carry 5x mecha flights							
Source:	Robotech/Macross http://www.macross2.net/m3/sdfmacross/quiltra-quelamitz.htm							
Tou Redir class scout ship	8/1	4/7/10	2!	2B	2	6	500 + 115	
Primary weapons and equipment								
Light particle cannon:	2x (Fwd: 1/1/-), 1x (LA: 1/1/-), 1x (RA: 1/1/-), 2x (Aft: 1/1/-)							
Craft carried:	5x *Gnerl* fighterpod flights, 1x *Quel-Quallie* Tactical Scout							
Ship traits:	Interceptable Secondary batteries							
Source:	Robotech/Macross http://www.robotech.com/infopedia/mecha/viewmecha.php?id=42							

Fighter	**Move**	**Defence**	**Attack**	**Scout**	**Points**
Gnerl fighterpod flight	10	3	B	-	23
Quel-Quallie Tactical Scout	9	5	D	2	54
Golg-Gants Chart Gunship	9	4	C/E	-	49
Ship traits: Anti-fighter weapon has 360 arc					
Regauld Battlepod flight	8	2	B	-	18
Queadluun-Rau female battlesuit flight	12	4	C	-	30
Nousjadeul-Ger male battlesuit flight	9	2	C	-	22

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AMBUSH AND CAMOUFLAGE FIELDS

Sometimes it becomes necessary to hide ships. This may be because the ships are trying to escape enemy forces; sometimes it is because the ships wish to avoid detection so that they can ambush enemy forces. The terms Ambush or Camouflage apply to both types of field which operate under the same principle. The ambush field works by trying to block out optical and electronic signals, shielding the hidden units from prying eyes.
The Cylons use the term Ambush because that is what they generally use them for, while the Colonials use Camouflage fields mainly to hide their troops and stations. In the following section, both words are used interchangeably and both types of field can be used to either ambush or camouflage..

There are two terms, which are used to describe ships in various states here:

Detected This term is used to describe a ship which has been detected but not identified. A counter is placed on the board for all detected ships, and these move like normal ships, but unless they do something to give themselves away, the opposing player will not know what that ship really is. They will know whether it is a ship, fighter flight or shuttle only. Only ships within an ambush field may be *detected*. Once out of the field, they are always *identified*.

Identified An identified ship is one that has been detected and the opposing player knows all about it, such as the ship type. In most normal games, all ships on the map are considered identified.

Note

Ambush fields require a certain amount of honesty amongst players, probably a little bit more than usual. Players can make opposing players dice rolls and plot their own ships on paper. If this trust can not happen, then a referee or third player will be required to make these rolls and check all plots.

Who can generate Ambush Fields?

Almost any ship, with time, can generate ambush fields. Exceptions to this include all civilian ships, fighters and shuttles which cannot create ambush fields. However creating an ambush field takes time, and thus may not be conducted during a game, they must be generated before the game starts.

Any ambush fields that are operating at the game start, will be specified in the scenario, as will the ship controlling the field, and the strength of the field.

Effects of Ambush Fields

When generated, an ambush field covers a certain amount of hexes, centred on the controlling ship. This area is always a radius and never an irregular pattern. All units within this radius are hidden from units outside the field. As such, they are taken off the board and their movement and actions plotted on a scrap of paper. When they are *detected*, the unit is placed back on the board, but turned upside down. The counter therefore shows that a ship is present but allows for no details to be revealed.

In addition, the ambush field has a rating which determines the strength of the field, this ranges from +1 to +3. Only scout ships may generate +3 rating ambush fields, patrol boats are limited to +1, while other ships may generate +1 to +2 fields.

Units inside an ambush field can perform certain actions without giving themselves away. These include moving and launching and recovering fighters. Scouts may also spend scout points, but if the total amount of modifiers on a ship exceeds the rating of the field, then that ship will be detected and should be placed on the board.

For example, if a CL was in a rating +2 field and had three points of ECM given to it by several scouts nearby, then it will show up like a lighted beacon on enemy scanners.

Any other action, like the firing of weapons, will cause the ship to be *detected*.

An ambush field has the ability to move. If the controlling ship moves, then the ambush field will move with the ship, always centred on it. The faster the ship is moving, the greater the chance of detection as the ambush field loses its coherency. Note that while the controlling ship may move at a differing time to other ships that hide within it, provided all those ships stay within the field at the end of the movement phase, they will remain hidden throughout the turn.

Detecting Ambush Fields

Every ship in a fleet has a chance of detecting any and all ambush fields that might be floating around the board. Based on the range of a particular ship to the ambush field, use the following table to determine the detecting number. This should be rolled (or less) on 2d6 with the modifiers listed.

	Range				
	1	**2**	**3-5**	**6-15**	**16-20**
Capital Ship	7	6	5	4	2
Fighter/Shuttle	5	4	2	-	-

Modifiers

-1 If the ship has a Flag rating
-1 Per scout point spent by a scout ship on its detection rolls
-1 If the fleet has partial information on a particular ambush field
+ The rating of the ambush field
-1 If the field controlling ship is moving at speed 1-2
-2 If the field controlling ship is moving at speed 3+

All detection rolls should be made in segment 7 "Lay or detect mines" of the Movement Phase, before any missiles are fired. While there is no reason not to, ships never have to detect ambush fields, but if there is no cause to suspect an ambush field sensors will not be actively panning for them as it gives the fleet away with all the active signals being sent out.

Note

The player controlling the ambush field should make all dice rolls, and they should be made in secret, which means that the opposing player will not know the number required to detect the field, and thus the range.

Multiple Ambush Fields

Sometimes there are multiple ambush fields on the board. If this happens, then a separate dice roll will have to be made for each ship detecting each field. Remember that every ship has one chance to detect every ambush field. The detection number may well be different for each field, and the Partial Information bonus only applies to specific fields.

Partial Information

If the detection roll is failed by 1 point, then the sensing ship knows that something is out there, just not what exactly and where. Gaining Partial Information gives the fleet a -1 on all future detection rolls against that specific ambush field only. In addition, the ambush player must tell the sensing player in which fire arc the ambush field is in, and what base detecting number is currently needed (without any modifiers) to detect that field. If the field is currently moving that turn, then the direction of travel must be declared, but not the speed.

If any ship appears on the map for one reason or another (such as it doing something to give itself away), then partial information is automatically given for that field.

Full Information

If the detection roll is made, then the sensing player knows exactly where that ambush field is, and in addition knows the extent of the field, its strength and the location of all units within the field, and its current speed and direction of travel. These units are considered to be *detected*. From then on, that ambush field will always be visible on the board.

Combat Through an Ambush Field

Once units have been *detected* through an ambush field, they can be attacked. Combat is handled as normal, save that attackers firing from outside to inside the screen will suffer a die roll modifier equal to the strength of the field. Shooting from inside to outside will not incur any such modifiers.

Electronic Warfare

The ambush field acts as a barrier to all electronic warfare and weapons fire that passes through the field, although this only acts on the way into the field, not the way out. This means that all weapons fired through the field gain a modifier to their die roll, but in addition, all electronic warfare passing through the field does so to. Effectively, treat all ships within the field as being protected by a variable amount of *ECM* and *Missile Disruption* equalling the field strength. Normal maximum modifiers of ±3 are still in force.

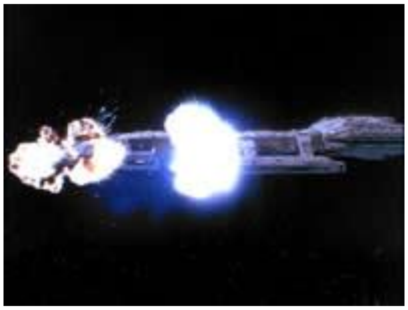
Enemy scout ships can do two things. Either they can use their scout points to try and rid the penalties by using their abilities to target individual ships - a scout could apply ECCM to counter the effects of the field for example - or they can use some new special abilities.

Identify (target effect): This ability is used to determine what a particular ship is. Unlike normal EW, the EWE of this ability is 20 hexes, the maximum detection range of ambush fields. A number of scout points equalling the strength of the field must be spent, and if so, the target ship is fully *identified*. Its counter should be properly labelled and placed on the map. Note that a ship not *detected* cannot be *identified*. If more scout points are used than the rating of the field, there is no additional effect. Note also that the ambush player does not have to tell the scout player the strength of the field, only whether their identifying attempt has worked or not. Over time though, the strength of the field can be calculated using this ability.
An ambush field need not have been discovered for this ability to be used.

Mass Identify (area effect): This ability is designed to try and blanket the effects of the ambush field so that scanners can identify all ships within it. It is better than the standard Identify ability in that if successful, all ships within the ambush field will be located and *identified*, meaning that there will be no hidden ships within the field anymore. Unlike the standard ability though, the ambush field must have been located first. In addition, normal EWE is in effect. The scout point cost of this ability is quite expensive too, so several scout ships in the same turn may pool their scout points for this. The scout point cost is equal to the rating of the field multiplied by 2. By spending this amount of points, all ships within the field will be *detected* but not *identified*. By spending a number of points equalling the field rating multiplied by 3, all ships will be *detected* and *identified*.

Moving within the Ambush Field

One easy way for any unit to defeat any and all effects of the ambush field, is to move into it. There are no penalties for moving through the field. Once in, all units within the field are *detected* and *identified* and so should be placed on the board correctly labelled. Any ship within the field is not effected by the field itself, so will not get any protection from the field from other units within the field. Thus units can attack each other without having to add the field rating. This applies to electronic warfare from scout ships within the field as well.



While units outside the field will get the benefits of knowing what is exactly within the field, they will still have to contend with the field rating until they move inside, or the field is dropped.

If ships on the side of the ambush field enter that field to get away from an enemy fleet, then they will gain all the modifiers of the field, but they will not actually be able to hide and will remain *identified*. This is because ships have already got the signature of the fleeing ship locked and they will be able to track it, even within the field. If all pursuing ships left the board and then came back, then the fleeing ship would be able to hide as it could have shut down its engines and power sources and created a new signal for itself.

Losing the Ambush Field

Losing an ambush field can be accomplished in two main ways. Firstly, the controlling ship can be destroyed. If this happens, then the field is dropped once the ship is destroyed. As all combat is effectively simultaneous, this will happen in segment 10 "Apply all Damage effects" of the Combat Phase.
The other way for the field to be lost is if the controlling ship drops it. The field can be dropped in the Initiative Phase of the time, and once dropped may not be raised again. All units within the field will become visible and will lose all elements of surprise (although they may be surprised themselves!).

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AREA EFFECT SECONDARY

Area effect Seconday batteries (AE Secondary) are Secondary batteries that have upgraded fire control systems allowing them to engage targets and incoming attacks not directed against the ship they are mounted on. They are predominantly found on escort ships and allow the escorting ship to engage missiles and fighters attacking other ships.

For the purposes of these rules, a ship with AE Secondary batteries is termed an *Escort* ship. A ship wishing to use those AE Secondary batteries is termed the *Borrowing ship*.

An escort ship lends its AE Secondary batteries to other ships. These borrowing ships must be in the same squardon as the escort and must be within 2 hexes range of the escort ship (close range).

An escort may lend as many AE Secondary batteries as it carries, but each battery lent may only be used for one ship and may not then be used on the escort ship itself.

Each lent AE Secondary battery may be used on the borrowing ship to either defend itself against Missile attack, or to attack enemy fighters. It may not be used to attack other enemy ships or be in used in specialised roles, such as minesweeping.

Each lent AE Secondary battery functions as if it were a normal Seconday battery on the borrowed ship. This does mean that if a ship borrows an AE Seconday battery to fight enemy fighers, the range of that particular Secondary battery could reach up to 4 hexes from the escort ship.

For example, a CLE Ranger (1 AE Secondary battery) is escorting a CVS Gunstar which is under missile attack. The CVS needs its own Secondary batteries to fight off attacking fighter flights, so borrows a single AE Secondary from the Ranger. This Secondary battery can be used to defend the Gunstar against the Missiles. The Ranger may not use this Seconday battery itself now, leaving it with 0 Secondary batteries.
The Gunstar could have used the AE Secondary battery to fight the enemy fighters in addition to its own if desires.

Each AE Secondary battery costs 30 points.
Mark an A next to the Secondary batteries on the escort ship to show that it has AE Secondary batteries. All of a single ships Secondary must be AE Secondary, it cannot mix the two types.

Existing ships which could have AE Secondary include the following at the increased points cost.

Ship	**Basic ships**	**Advanced ships**
CLE *Ranger* class Escort	1 AE Secondary battery +10 points	2 AE Secondary batteries +20 points
CLE *Xerxes* class Fleet Escort	1 AE Secondary battery +10 points	3 AE Secondary batteries +30 points

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ESCORT FIGHTERS

Fighters can be designated as being on Escort Duty. This means that the fighters are swarming around the ship they are protecting, defending it from attacking ships and fighters, acting as the first line of defence. These fighters are not taking the fight to the enemy though, so their offensive clout is very much reduced.

The rules for this are as follows:

In the Initiative phase (segment 2 "Reform/Disband squandrons"), designate fighters as being on Escort Duty. They must start off in the hex with the ship they are going to defend. Facings and speed need not match, and the fighters need not come from the defending ship.

Place a counter to the fighters on Escort Duty to signify this.

The escorting fighters will move with the ship they are defending, and will stay in the same hex.

Escorting fighters will *Not* initiate combat at all. They will not leave the ship they are escorting, not even to dispatch a crippled ship in the next hex. However, any attacking fighter *must* attack the escorting fighters first at a ratio of at least 1 attacking fighter flight per escorting fighter flight. Excess attacking fighters may attack the escoting ship at will. Escorting fighters are considered to have a 360 degree arc of fire for this purpose.

Attacking ships using their primary batteries need not engage the escorting fighters.

Escorting fighters not engaged in attacking other enemy fighters may attack enemy ships that attack their escort. The fighters are not moved, so the enemy ship must be in shirt range. This is the only time the fighters may target another capital ship. However this combat is out of the normal combat sequence for fighters. In this case, the fighters will conduct their combat when their escort ship would fire.

Finally, any fighter flight not engaged in attacking other fighters or ships may be used to attack incoming missiles. Each flight engaged in this role is treated as a secondary battery in the anti-missile role.

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HYPERSPEED TRAVEL

Hyperspeed travel is one way for Craft to make a quick exit from the battlefield. The ship builds up power to its jump drives, and when this build up is complete, the ship exits normal space and travels at FTL to reappear several light years away.

THIS IS CORE COMMAND TO ALL SHIPS OF THE FLEET—STAND BY FOR REVERSION TO NORMAL SPACE—IN 5 MICRONS. 4
...3...2...

While it is used to travel into enemy terrority, the chances of actually jumping into a battle are so remote that they will be considered here only briefly.

Jumping into Battle

Ships travelling into a battle this way will only appear if the scenario states this to be the case. Space being so vast, the chances of a ship entering into a battle accidently are remote. While ships do make trips into enemy territory all the time, they usually enter sublight space a bit away from a potential battle zone to have a chance to get ready for the upcoming battle.

If a scenario states that ships may appear during the battle, it will either list a turn for the ships to appear, or else a die roll may be required (such as a on a 1-2 the ships will appear. Entry points for the ship will be declared in the scenario write up.

Ships will appear at the end of the movement phase and they will not be able to move that turn. They may otherwise function normally.

Hyperspeeding out of Battle

Using hyperspeed to get out of a battle is another story though. Ships may (and frequently do) enter hyperspeed to leave a battle zone. This may be because the battle is lost, the objective is won and the ships need to leave, or many other reasons.

Hyperspeed engines need to be charged up, requiring valuable energy that is normally used for movement and weapons. As such, a ship charging up has three modes of charging available to it - Slow charge, Quick charge or Hot charging.
A ship must declare that it is charging engines during the initiative phase. This energy build up is public knowledge to any ship on the board, but the rate of build up is not. So an opposing player will detect what ships are charging up

their hyperspeed engines, just not what rate of charging the ship is using.

Slow Charging

A ship slow charging spends three complete turns charging it is hyperspeed engines. During these three turns, the ships movement and weapons systems are treated as if they had taken damage based on the current state of the ship - see the table below. This damage is not actual battle damage at all and the systems are not really damaged, they are reduced to simulate the energy going into the hyperspeed drives.
On the fourth turn the ship enters hyperspeed during it is movement and leaves the map.

At any time, the ship may stop the build up of energy. On the next turn the ship returns to normal levels of efficency. However if it wishes to enter hyperspeed it must start the energy build up from the beginning again.

Quick Charge

A ship quick charging its engines is using an awful lot of energy and has even less power available for it is weapons and movement. Consult the table below to determine the damage that the ship is treated as taking. On the third turn, the ship may enter hyperspeed during its movement.

Hot Charge

Hot charging requires a ship to expend all of its energy to the hyperspeed engines. This means that for one complete turn the ship may not move or fire any weapons. On the next turn, the ship may enter hyperspeed.

Charging damage

When ships are charging their engines, the ship is at reduced power levels. This is simulated by the ship 'taking damage' for a period of time. In reality, the ship has not taken any damage and when the ship leaves hyperspeed this damage will not be present. Consult the following table to determine the 'damage' that the ship takes.

Ship state	**Slow charge**	**Quick charge**	**Hot charge**
Undamaged	Light damage	Heavy damage	Special
ULight damage	Heavy damage	Destroyed	Special
UHeavy damage	Destroyed	Not possible	Not possible

Charging damage effects the ships Movement rate, Secondary batteries, Primary batteries and Scout points. It does not effect the use of missiles or its launching and recovery of fighters. In addition, while the ships abilities may be reduced due to the rate of charging, how it uses these reduced abilities is not limited in any way.

For example, the Battlestar Galactica is wishing to escape a Cylon baseship and starts a slow charge. The Galactica has currently taken no damage, so for the next three turns, the ship will be treated as if it had taken Light damage, which will reduce the ships Movement rate and Secondary batteries. It may not exceed these levels.
If the Galactica had already taken Heavy damage, then it may only Slow charge its engines, and will take the equivilant of Destroyed damage, meaning that it

may not Move or fire any weapons...

If the ship takes damage while building up charge, then it might still be able to continue the charge. For example, an undamaged ship on a slow charge taking light damage will still be able to charge engines as a Light damaged ship charges at Heavy damage. A Light damage ship Quick charging taking Heavy damage will not be able to continue the charge. If this the case, the ship may change the charge rate but must start the whole cycle again.

Holding the Charge

Once the charge has been built up, the ship usually enters hyperspeed. Sometimes it may not want to go straight away though. In this case, the ship may hold their charge. A charge may be held indefinitely, but each turn the ship holds the charge (which must be noted in the initiative phase) it is treated as if it is Slow Charging for that turn. Once declared to be holding, the ship cannot jump that turn in the movement phase. Enemy sensors will not reveal that the ship is holding a charge, but will note that the ship is building its charge.

Small Craft and Hyperspeed

Small Craft (fighters and shuttles) can also enter hyperspeed. It requires one turn for the small Craft to bring their engines power (the ship is under no restrictions for movement this turn but may not use Scout points or fire weapons) and on the second turn the ship may enter hyperspeed when it should move. This energy build up is visible to enemy sensors.

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LARGE SHIPS

While a lot of ships in the game are large - many are other 1,000 metrons in length - the term *Large ship* is reserved for the truly massive ship, those over 10,000 metrons. These ships dwarf everything else and can be considered a fleet unto themselves.

In the **Battlestar Galactica** universe, there is only one ship that is termed Large - the Cylon Super Baseship and its variants. In other universes, there may be many more.

In the **FCS** these ships do require a few special rules, and also require a special counter.

Counter

Large ships use unique counters that are much larger than normal sized. The specific size and shape of the counter depends on the actual ship, but a Large Ship has a counter equal to 1 hex per 10,000 metrons or fraction (in real terms, A Large ship is one hex in length or width per 10km or fraction). Each Large ship should have a dot in the centre of the counter to show the middle of the ship - this is termed the centre point of the ship.

Place the counter on the board with the centre point in the middle of one hex. The rest of the counter will overlap over hexes, and the ship is assumed to occupy these hexes as well.

Movement

Large ships move as normal, but when moving and turning the ship, do so from the hex that the centre point occupies. If the ship enters a hex with another ship, a collision does not automatically occur. However, if the Large ship enters a hex containing a part of another Large ship, then a collision automatically happens and both ships take standard damage.

If any part of the Large ship enters a hex with mines or asteroids or other features, then the ship has normal chances of colliding with them.

Combat

A Large ship has fire arcs as normal, but these are taken from the hex that the centre point occupies. Weapons have fire arcs as normal, but when calculating the range from the Large ship to another ship, take the range from the outermost hex of the ship. Similarly, when being attacked, the range is counted to the closest point of the Large ship, not to its centre point.

All Secondary batteries take their range from the closest hex of the Large ship to the enemy.

Other rules

All normal **FCS** rules apply, but ranges for Command and Control and Electronic Warfare should be taken from the ships centre point hex.

There are no points changes for Large ships.

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PATROLBOATS

Patrolboats fall outside the normal command structure. This is because patrolboats are designed to operate independantly on scouting missions. In fleet actions, patrolboats are expected to form hunter killer squadrons with their captains displaying a lot of initiative. Patrolboats are not expected to last long in combat, so their crews are allowed to be a little bit more lax in how their operate.

Patrolship rules

Each counter represents a group of three patrolboats. These patrolboats operate together at all times and may not split up into three seperate ship. The statistics listed represent all three patrolboats and they do not get three times the amount of attacks.

Patrolboats are never disrupted. They move and fire in the non-disrupted squadron segment of the turn. However, patrolboats still must fall under normal Command and Control, and thus even though they are never disrupted, they must fall under the command radius of a squadron or fleet flag ship and be part of a squadron.

If a ship is able to carry patrolboats, this will be listed on its Ship Data Sheet. The amount of patrolboat counters that can be carried will be listed. Unless stated otherwise, a single patrolboat counter can be launched and/or recovered per turn, which is in addition to normal fighter and shuttle launching and recovery. While patrolboat tenders can repair patrolboats, this is beyond the scale of the **FCS**.

Damage Effects

When the patrolboats takes damage, it is handled slightly differently.
Light damage signifies that one ship has been destroyed, heavy damage means that two ships are gone, and when all hull is destroyed, all three boats are lost.

Damage effects are handled as normal, treating all the patrolboats as a single ship for Light and Heavy damage. Special notes are listed here.

Move: This is never effected by damage and will remain at it is original value at all times.
Primary: Lose 1 attack.

If a patrolboat contains other equipment, or an uneven amount of equipment, then it is damaged as per normal Light and Heavy damage.

Points cost

Patrolboat points cost are worked out as normal based on the full strength counter. There is, however, a +25 points addition to the standard cost to account for their special abilities.

Patrolboats (Basic ship rules)

Advanced patrolboats can be found in the Master Ship Charts.

Ship	**Move**	**Hull**	**Sec**	**Msl**	**Sct**	**Cmd**	**Points**
PF *Pegasi* class Patrolboat	9/0	2/4/6	1	-	-	0	240 + 105
Primary weapons and equipment							
Craft carried:	3x *Viper* flights						
Ship traits:	Patrolboat						
PF *Gryphon* class Patrolboat	9/0	2/4/6	2	-	-	0	260 + 70
Primary weapons and equipment							
Craft carried:	2x *Viper* flights						
Ship traits:	Patrolboat						
PG *Hippogriff* class Gunboat	8/0	2/4/6	1	-	-	0	285
Primary weapons and equipment							
Turbolaser batteries:	3x (Fwd: 1/1/-)						
Ship traits:	Patrolboat						

The statistics listed above are for a group of 3 patrolboats.

For example, a counter of PG Hippogriffs represents a group of three boats. If attacking enemy ships, the Hippogriffs have 1 Secondary battery and three Primary attacks they can make per turn. If the Hippogriffs recieved Light damage, then the Secondary battery is reduced to C and the boats will now only have 2 Primary batteries. Other abilities are not affected. Pegasi and Gryphon patrolboats taking damage will have their fighters reduced as well.

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RECONFIGURING LASER BATTERIES

This rule is for Advanced ships only.

Not all Colonial ships mount heavy weapons - the Battlestars are a prime example of this. Instead, these ships are usually equipped with numerous anti-fighter batteries to provide them with point defence. However, in sufficent numbers, these anti-fighter batteries may be reconfigured so that they may be fired together to simulate a much larger turbolaser blast. Only the larger Colonial ships have the neccassary firepower to be able to do this, and it is not advisable in all circumstances - when reconfiguring turbolasers, a ship will have very little in the way of anti-fighter defences, so a wise captain must judge when to use this option, if at all.

At close range there is little point in using this option as the Secondary batteries of a ship are more than adequate when attacking enemy Craft.

In the episode 'Hand of God', this is the trick the Battlestar Galactica pulls when fighting the Cylon Baseship. Because the Vipers had lured away the Cylon Raiders, the Galactica does not need anti-fighter defences and thus reconfigures her weapons to provide a first strike against the Baseship.

Game rules

Certain ships have the ability to reconfigure their Secondary batteries for use as Primary weapons. This must be noted in the Initiative Phase of the turn and applies for the whole turn, it cannot be changed during the turn.

For every 2 Secondary batteries reconfigured, the ship gains a single Primary weapon of 1x (arc: 2/2/1). The arc may be either Fwd, LA or RA only. The arc need not be declared until the moment of firing. While there is no limit to the amount of Secondary batteries that may be converted, only 2 Primary weapons per arc are allowed, meaning a maximum of 6 Primary weapons (if the ship had 12 Secondary batteries).

No other arcs are available and 2 full Secondary batteries must be reconfigured for the turn, there is not smaller option available.

While this rule is similar to the multigenre rules Primary as Secondary battery, it is not the same and should not be confused with that rule.

Ships which may configure their Secondary batteries

The following advanced ships may reconfigure their Secondary batteries. This will always be listed as an option on the applicable ships along with any point changes that may occur.

- SSCS Battlestar Excaliber
- SCS Helios Warstar
- CVA Battlestar
- CVS Gunstar
- CVA Missilestar
- CVS Fightingstar
- CVS Triton
- CA Protector

- CA Tiger

CVA Battlestars

Battlestars and Colonial ships from all genres and futures can use this rule.

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MULTIGENRE RULES

These rules are provided for when using ships from other genres other than **Battlestar Galactica**. They are not generally suited for pure **Battlestar Galactica** games as that universe does not use the same technology. However, these rules are totally compatible with those ships.

Deflector shields

Deflector shields are the standard type of shielding employed by ships in most settings and are designed to deflect and partially absorb incoming enemy fire.

Deflector shields are rated as either +1, +2 or +3. Each die rolled for weapons fire (Secondary batteries, Primary weapons and Missiles) receive a die roll modifier equalling the value of the shields, making weapons fire more difficult.

Deflector shields offer no protection against terrain (such as asteroids) or ramming. They do offer protection against Missiles, but some settings may rule otherwise. The ships description will note if this is the case or not.

Some scenarios may state that a ship is not expecting combat and has no shields for the first turn. This will be specified in the scenario and is not considered the norm.

Deflector shield ratings are reduced by damage to the ship as per a normal system.

For example, a ship with Deflector shield +1 takes Heavy damage, the Deflector shields are reduced to +0, rendering them useless.

Points cost

Deflector shields are treated as a Trait and cost the following amount of points. Always round up.

Deflector shields +1 cost	(Hull cost x0.33)
Deflector shields +2 cost	(Hull cost x0.66)
Deflector shields +3 cost	(Hull cost x1)

Fire arcs:

Not all ships are the same shape, and not all ships use conventional fire arcs. The following new arcs are in use by some ships.

DF	Direct forward	This is a straight line of hexes directly in front of the ship, one hex wide
DA	Direct Aft	This is a straight line of hexes directly behind of the ship (Aft), one hex wide
FX	Expanded forward	This comprises the Forward arc, Left arc and Right arcs
AX	Expanded Aft	This comprises the Aft arc, Left arc and Right arcs

Points cost

DF, DA arcs	x0.75
FX, AX arcs	x1.50

Energy shields

Energy shields are barriers that are put between the target ship and enemy fire. They protect the ship by absorbing incoming weapons fire, but the more damage they sustain, the weaker they become until eventually they collapse an any further fire will strike the ship itself. Energy shields are powered by the ships engines or generators and can be recharged each turn.

Energy shields have 2 characteristics unique to them - Total Shield Points and Shield Strength.

Total Shield Points are the total amount of damage points that the shields on the ship can absorb. Every point of damage absorbed is subtracted from these Shield Points. These shield points may be reallocated every turn, but the more damage the shields and the ship takes, the less points there will be to go around.
Shield Strength is the total amount of shield points that may be placed in any of the four arcs surrounding the ship. Some ships have restrictions that mean that they may place less points in some arcs - for example, the Aft.

For example, a Heavy Cruiser has a Total Shield Points of 15 and Shield Strength of 5. This means that it can place a maximum of five shield points in any arc, however as the ship only has 15 points, it could not place 5 shield points in each arc.
A Light Cruiser has a Total Shield Points of 10 and a Shield Strength 4, Aft arc 3. This means that all arcs could have 4 shield points allocated to them, but only 3 in the Aft arc.

Some scenarios may state that a ship is not expecting combat and has no shields for the first turn. This will be specified in the scenario and is not considered the norm.

Allocating Shield Points

In the Initiative Phase of each turn, the ship may allocate its Total Shield Points to each of its four shield arcs. A ship may only allocate as many shield points as it has left and may only allocate as many points to a particular arc as its Shield Strength. Shields cover the arcs of Forward arc, Left arc, Right arc and Aft arc, the same as weapon arcs of fire. There are no restrictions on where Shield Points are placed and no requirement for any symmetry between Left and Right arcs. It also does not matter what the individual Shield Strengths were the turn before, in the Initiative Phase they can be completely reallocated.

For example, a Heavy Cruiser with Shield Points 15 and Shield Strength 5 could allocate those points in the following way. Forward arc 4, Left arc 4, Right arc 4 and Aft arc 3.

Energy shields in action

In combat, energy shields absorb damage equalling the amount of shield points placed in that arc. Every shield point absorbed is also subtracted from the Total Shield Points, reducing the amount of shielding the ship has. When the Total

Shield Points reaches 0, the ship has no shields left with which to absorb damage. If damage is received in an arc in which there are no shields, then the damage hits the ship directly.

Because shields work on arcs, it is important to note the direction of the incoming fire. When an enemy ship fires weapons or missiles at the shielded ship, trace a line back from it to the ship and determine which arc that would hit. This is the shield that takes the damage.

For example, an undamaged Heavy Cruiser has Total Shield Points 15 and 4 shield points in the Forward arc. If an enemy frigate attacks the cruiser, hitting for 1 point of damage in the Forward arc, the shield points in there drop to 3 and the Total Shield Points drop to 14. If, in the same turn a missile hits the cruiser inflicting 2 points of damage, the Shield Points drop to 1. If the cruiser is then attacked by further fire of 2 points, the Shield Points drop to 0 and 1 point of damage is inflicted on the ship. Additional damage that turn in that arc continues to strike the cruiser directly. The cruiser now has a Total Shield Points 11 with which to absorb further damage. A heavy shielded ship in the middle of thick combat will lose its shields very quickly.

It is important to note that weapons have to actually hit and score damage for the enery shields to absorb that damage. If the weapon does not hit, then the shields are unaffected.

Energy shields offer protection from terrain effects (such as asteroids) and ramming.

Damage to the ship

Total Shield Points and Shield Strength are treated as normal systems and thus take damage as normal, being reduced at Light and Heavy damage levels. Always reduce the original values, not the current values. Depending on the amount of shield points left, damage to the Total Shield Points can reduce the amount of shield points available.

For example, A Heavy Cruiser has a Total Shield Points of 15 and Shield Strength of 5. If the ship is attacked and takes Light damage before it can get its shields up, then the Total Shield Points will be reduced to 10 and the Shield Strength to 3. The next turn, the Cruiser does get its shields up but takes damage to the shields, reducing the Total Shield Points to 4. However, damage to the ship is still suffered and the cruiser takes Heavy Damage. This reduces the Total Shield Points to 5, but as the current total is 4 no further loss of shield points is suffered. However, the Shield Strength is also reduced to 2.

Points cost

Energy shields are treated as a Trait and cost the following amount of points.

Each Shield Point costs 10 points. There is also a cost for the Shield Strength; Add up the total Shield Strength for all arcs and multiple by 5.

For example, an Energy shield with Total Shield Points 15 and Shield Strength 5 (Aft 4), would cost 245 points (150 (Total Shield Points) + 95 (19 Shield Strength arc [Fwd 5, Left side 5, Right side 5, Aft 4])).

Herculanium hull

The hull of the *Liberator* is made from a very dense almost impervious material called Herculanium. Only the strongest of weapons can breach this. In game terms, any point of damage that hits the ship must roll 1d6. Secondary batteries and fighter flights will actually score damage on a roll of 1, while Primary weapons will damage the ship on a roll of 1 or 2. There are no modifiers to this roll and any other result will mean that no damage has been inflicted on the ship.

Points cost

The Herculanium hull is a trait and costs an amount of points equalling 2x the hull cost of the ship.

Infinite Command Rating

Some ships have the ability to command thousands of ships - the Flagship of the Zentraedi fleet could command hundreds of thousands, if not millions. For the purpose of the FCS, these ships have no command limits and can command as many ships or squadrons as they wish. Normal command ranges still apply. All ships with an Infinite Command Rating have a Flag Command Rating.

A ship with an Infinite Command Rating will have this isted on their Ship Display Sheet and has their Command Rating listed as *F.

Points cost

A ship with an Infinite Command Rating costs 500 points. This point cost includes the cost for the Flag rating.

Interceptable Secondary batteries

Interceptable Secondary batteries are made up of many conventional weapons such as missile launchers, all of which can be intercepted by Secondary batteries on target ships.

Ships with Interceptable Secondary batteries will have this listed on their Ship Display Sheet; the batteries will be marked with an '!'.

When a ship with Interceptable Secondary batteries makes an attack, the target ship can apply unused Secondary batteries against it. Each point of Secondary battery used applies a +1 modifier to all Interceptable Secondary battery from a single ship; it does not carry over to multiple ships. Each point of Secondary battery used in this way may not be used for other roles. Interceptable Secondary batteries may be used to intercept other Interceptable Secondary batteries.

Points cost

Each Interceptable Secondary battery costs 15 points.

Primary as Secondary battery

The ships Primary weapons can be used as Secondary batteries due to the nature of the weapon (advanced targeting systems, pulse weapons and so on). The ship may convert its Primary batteries into Secondary batteries. The weapons able to be used as Secondary batteries will be marked with the term 'Secondary' next to them. The weapon is converted into an amount of Secondary batteries equal to the Short range rating (the full rating must be converted, a weapon cannot be split into a smaller Primary weapon and Secondary battery). These Secondary batteries are treated as normal Secondary batteries and may only be used at Short range. The weapon may not be used as a Primary weapon in the turn it is converted.

Ships with these types of weapons must determine how the weapons will be used in the Initiative Phase and may not be changed until the following turn.

Points cost

Ships which can convert their Primary weapons to Secondary batteries cost an additional 5 points per Short rating converted before modifiers for arcs.

For example, a weapon with rating (Fwd: 2/2/1 Secondary) would cost 60 points; A weapon rating of (360: 2/2/1 Secondary) would cost 90 points.

Weapon ranges

Most combat is conducted within the range of tens of microns (or kilometres), but some weapons in some universes have ranges that stretch the very limits of space - phasers usually have ranges in the tens of hundreds of thousands of kilometres for instance.

Weapons which has longer ranges than normal have one or two additional ratings for their weapons - Distant and Extreme. Distant range is 11-20 hexes, double the normal maximum range of weapons. Extreme is from 21 hexes to the end of the map or playing field.

Weapons which use these values should be listed with the additional damage rating and the range limit listed.

For example Phaser 1x (Fwd: 2/2/2/2/1 Extreme) or Photon torpedo 1x (Fwd: 2/2/2/2 Distant).

Points cost

Distant	20 points per rating
Extreme	35 points per rating

For example, a Phaser (Fwd: 2/2/2/2/1 Extreme) would cost 145 points (20 + 20 + 20 + 40 + 35).

Zentraedi Mecha

Most of the Zentraedi ships also carry mecha which can be used in a limited extent in space combat. Mecha flights are usually *Reguld* Battlepod flights, but special types can be carried. Note that regardless of the type of mecha carried, a ship may not carry more than the listed mecha flights.

Queadluun-Rau female battlesuits are normally only carried on the Command and Flagship, although others may carry them on special missions. A ship may carry an amount of flights equalling 1/10 the amount of *Regauld* battlepod flights. A ship may carry an amount of *Nousjadeul-Ger* male battlesuit flights equalling half the total amount of *Regauld* battlepod flights.

Points cost

Note that mecha of any type are NOT included in the points cost and their use must be agreed upon by all players as they can severely change game play.

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ALTERNATE FUTURES

Single fighters

The **FCS** is not designed to simulate single fighters, the scale is too small. However, there are a few circumstances when single fighters and not a whole flight might be used. This is mainly for the Alternate futures where the Colonials have built very limited numbers of new and advanced fighters and combine them with their older fighters; for example Commander Apollo usually flies his *Scarlet Viper* with a regular flight of *Vipers*. If this is the case, the following notes apply.

When purchasing fighters, the player must make the choice of buying either single fighters or pure flights. If purchasing single fighers then no flights may be bought, and vice versa. For example, if the player decides to purchase 2 single *Scarlet Vipers*, then no *Scarlet Viper* flights may be bought. A player is limited to a total of 4 single fighters of a particular type.

Single fighters start the game combined with a flight of other fighters and may only split up from them after launch. Single fighters may not combine with other single fighters to make a flight and a flight of pure fighter may not split to make single fighters.

Otherwise single fighters act as normal fighter flights.

Fighters which can be single and follow these rules will be noted in their Ship Display Sheet. Colonial *Asps* and other recon fighters do not follow these rules.

Eurayle, Empress of Scavenge World mind control powers

Eurayle has the power to control people's minds and the ability to control ships, forcing their pilots to fight for her.

To simulate these mind controlling powers, the following rules apply. Eurayle must be present in the game, these powers do not work if she is not there. In the Initiative phase of the turn, Eurayle chooses a ship or fighter flight to control - this ship must be in line of sight and crewed by sentient living beings; robotic Cylons can not be controlled. Next a 1d6 die roll is made to determine whether that ship is possessed or not. The following table determines the chances. If the ship is possessed then control of that ship passes over to Eurayle for the remainder of the game and she can do whatever she wishes with it, including ramming without having to make ram rolls. If the possession attempt fails, then attempts may not be made again to repossess that ship during the game. If Eurayle is killed, then any possessed ships are returned to their original owner.

Unit to be controlled		
Basic ships	**Advanced ships**	**Roll**
Single shuttle or Fighter		Automatic
Fighter flight		5
Patrolboat group		4
Hull hits 1-3 ship	Hull hits 1-6	3
Hull hits 4-6 ship	Hull hits 7-12	2
Hull hits 7-12 ship	Hull hits 13-22	1
Hull hits 13+	Hull hits 22+	Not possible

Hull hit is the total hull hits of the ship, not the current value.

Euryale may be present on any ship (usually a Scavenge World fighter flight), but may not change ships during the game (unless it is via shuttle). The ship that she is on does not need to be revealed to the opposing player.

Points cost

Having Eurayle in the game costs 500 points.

Energy Cannon

Both the Battlestar Pegasus and the Cylon Baseships are equipped with an Energy Cannon as their main weapon. While the energy cannon may fire every turn, it requires an awful lot of energy which puts some restrictions on the abilities of the ship for the turn of firing - affecting both the Move rate and the amount of Secondary batteries that may be used by the firing ship. As such, the cannon has two additional settings - Half or Low power.

The decision to fire the energy cannon and the setting must be taken in the Initiative phase. The firing player should secretly record this fact. The mode that the energy cannon may fire in depends on the level of damage that the ship has currently taken. Consult the following table to determine what modes are available to the ship.

Ship damage	**Energy cannon firing modes**
None	Full power, Half power, Low power
Light damage	Half power, low power
Heavy damage	Low power

Next the player should consult the following table which lists the restrictions that the energy cannon places on the ship. Treat the ship as if it had taken this damage, affecting the ships Movement rate and the amount of Secondary batteries it may fire. These restrictions are not optional.

Firing mode	**Restrictions**
Full power	Treat the ship as if it had taken Heavy damage
Half power	If the ship has not taken any damage, then treat it as having taken Light damage. If the ship had taken light damage, then treat it as having taken Heavy damage.
Low power	No restrictions

The ship is now ready to fire its energy cannon, which is treated as a normal attack.
Note that if the ship does not have a valid target, its gets no bonuses for having been under the restrictions of the cannon; the stored energy is discharged and must be built up again if the cannon is to fire. Energy is not stored from one turn to another.

The energy cannon has a firing arc of the line of hexes directly in front of the ship. The amount of damage it inflicts depends on the mode of the weapon and the firing ship.

	Primary Damage	
Cannon mode	**Pegasus Cannon**	**Cylon Baseship Cannon**
Basic ships		
Full power	1x (Fwd: 18/10/4)	1x (Fwd: 8/6/3)
Half power	1x (Fwd: 10/5/2)	1x (Fwd: 5/3/2)
Low power	1x (Fwd: 4/2/1)	1x (Fwd: 2/1/1)
Advanced ships		
Full power	1x (Fwd: 40/20/8)	1x (Fwd: 14/10/5)
Half power	1x (Fwd: 20/10/4)	1x (Fwd: 10/5/3)

Low power	1x (Fwd: 8/4/2)	1x (Fwd: 3/2/2)

For example, if the Pegasus wishes to fire its energy cannon at a Cylon Baseship. The Pegasus is currently undamaged. In the Initiative phase of the turn, the Pegasus player secretly records the fact that he will fire the cannon on Full Power. As such, the Pegasus is treated as if it had taken Heavy Damage, reducing its Movement rate and the amount of Secondary Batteries it may fire that turn.

Points cost

An energy cannon costs no additional points.

Quantom Shift Effect (QSE)

The QSE generator is equipped on several ships to enable them to phase into Quantom space. Here, only other objects in Quantom space may effect them, and thus ships can bypass defences and planets with impunity. Ships in Quantom space can detect ships in normal space, but not vice-versa. Communications between the two universes are impossible with current technology.

If any ships in the game are equipped with QSE generators, then two maps should be set up. The first map is the standard map with any terrain. All ships start here. The second map is Quantom space and should be identical in size and shape, but lacking any terrain. Ideally a screen should be placed between the two maps so that judging locations on both maps should be made more difficult.

A ship equipped with a QSE generator can switch it either On or Off at any point in its movement phase. When it is switched On, the ship is immediately moved from the standard map and placed in an identical location on the Quantom Space map. If the ship is already in Quantom Space and switches its generator Off, then it is moved to the identical location back on the standard map. A ship may only switch the QSE generator Off or On once per turn.

A ship phasing back into real space will not cause a ram or collision if it ends up in a hex with another ship. If it phases into a hex with terrain, it will immediately suffer all effects from that terrain. If it phases into a planet, it is destroyed.

If any fighter flights are in the same hex as a ship entering or leaving Quantom space, then they 'hitch a ride' with that ship and enter Quantom space without the need for a QSE generator. They must hitch a ride back again though. Fighters may be from any race and do not need to be from the same side as the phasing ship. Fighters may not hitch a ride with phasing fighter flights.

Ships in Quantom space may not interact in any way with ships in normal space, and vice versa. Not even communications are allowed. There is no known way for a ship in one dimension to affect the other. However, ships in Quantom space move, fight and behave as normal in Quantom space and may attack other ships there with no penalties.

Slave units

Some ships do not have the ability to shift into Quantom space themselves, but instead are slaved to another ship which has a QSE generator. Slave ships are called QSE Slave ships, and Master ships are referred to as QSE Master ships. All slave and master ships must be determined before the game is started and may not be changed during the course of the game. A QSE Master ship may control a number of slave units equalling its Command Rating, but Flag units may not control squadrons of controllers. All slave units must be within three hexes of the QSE Master ship or else they will not be under the control of the QSE Master ship and may not enter or leave Quantom space. Only capital ships (not fighters or shuttles) may control QSE slave units.

When a QSE Master ship activates its QSE generator, all slave ships linked to it immediately follow suite, they have no choice in the matter. If a master ship shifts into Quantom space, all slave ships will also shift into Quantom space.

If the QSE Master ship is destroyed, then the slave units are stuck in their current state, they may not be controlled by other QSE Master ships during the course of the game. They might be able to hook up with other QSE Master ships who may be able to conduct repairs when more time allows, but this is beyond the scope of the game.

The following ships have QSE generators during the course of the novels.

Armaggedon

- Only 1 Colonial Craft - Commander Apollo's Scarlet Viper - has a QSE generator installed.
- All Dark Raiders have QSE generators.

Warhawk

- Up to 6 Colonial fighter flights may be equipped with QSE generators, plus Commander Apollo's Scarlet viper.
- All Colonial capital ships are QSE equipped, all civilian ships are QSE Slave equipped.
- All Cylon Baseships are QSE equipped.

Chitain ships are never equipped with QSE generators.

Points cost

A QSE generator adds 100 points to a ship or flight.
A QSE master generator costs 100 + (20 points x the ships Command Rating) points.
A QSE slave generator costs 25 points.

Temporal Overdrive and Warp Corridors

Capital ships travel through hyperspace in a slightly different manner than normal hyperspeed equipped ships. Small Craft may not enter hyperspace on their own anymore.
Colonial ships use Temporal Overdrive while Cylon ships use Warp Corridors.

Both systems work in a similiar manner.

Firstly, the ship must build up their energy levels as normal - ships can Slow charge, Quick charge or Hot charge as normal, see Hyperspeed rules for details. Once this has been done and the ship has decided to enter hyperspace, it activates its jump engines. This opens a tunnel through hyperspace. This entrance is a hex two hexes directly in front of the activating ship. Any ship may enter this hex during their movement phase and when they do so, they will leave the map and escape.

The tunnel opens at the beginning of the movement phase, before any ship moves. The activating ship regains control of its power levels slightly, and is treated as slow charging its jump engines for that turn. As soon as the activating ship enters the tunnel, the tunnel closes behind it.

A ship may continue to keep the tunnel open, in which case it is treated as holding its charge for as many turns as it wishes. While an activating ship may move, the tunnel, once opened will remain stationary.

If the activating ship is destroyed before entering the tunnel, the tunnel entrance will collapse and all ships within will be destroyed as well. Small Craft may not enter a Temporal Overdrive tunnel, they will be destroyed. Small Craft may enter a Warp Corridor. Once in a Temporal Overdrive tunnel or Warp Corridor, a ship may not return.

Points cost

A Temporal Overdrive tunnel or Warp Corridor equipped ships cost no points.

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SPEEDING UP PLAY

Sometimes, if you are using a lot of ships with big heavy weapons, the game might seem like an exercise in die rolling. This was never meant to be the case, the FCS was designed to be quick and easy to play, not something to get bogged down in dice rolling.

As such, if you think that your games are becoming like this, there are three options you can use. Only use one option and make sure all players are aware of it. There are no exceptions to this option either, if you are using it, you are using it at all times in the game, you may not decide when and where to use it.

Option 1 - 1 damage die = 2/3/4 or 5 points of damage

With this option, 1 die roll is made per set amount of points of damage that the Primary weapon would cause. Any additional points of damage are placed in a seperate die roll. Weapons which would cause less than this amount of damage have only 1 die roll to see if they hit.

For example, the players have decided that 1 die roll = 3 points of damage. At ship has a Primary battery of 3/2/1. A short range the ship would roll 1 die, and if successful, would inflict 3 points of damage. At medium range, the ship would roll 1 die inflicting 2 points of damage if it hits, and at long range, the ship would roll 1 die, inflicting 1 point of damage if it hits.
If the ship had a primary of 6/3/1, then 2 dice would be rolled at Short range, each hit inflicting 3 points of damage. 1 die would be rolled at medium range (inflicting 3 damage if it hits) and 1 die would be rolled at long range, inflicting 1 damage if it hits.

Option 2 - Make 1 roll per weapon

With this option, 1 roll is made per weapon on the ship, and if successful, the weapon inflicts its full damage. If multiple Secondary batteries are firing at the same target, then 1 roll may be made for all Secondary batteries.

For example, a ship has Primary 3 batteries of 2/1/1 and 2 Secondary batteries. All weapons are firing at a target ship in short range. The ship would roll 3 dice for the Primary batteries (one per battery) and 1 die for the combined Secondary batteries.

Option 3 - Statistical damage

This options uses some statistics and a bit of luck to determine the amount of damage caused to the target. Total the maximum amount of damage that would be inflicted on the target and make a single normal to-hit roll using all normal modifiers. Consult the table below to show the actual amount of damage inflicted, rounding to the nearest number (not necassarily up or down).

You can use this system for all combined weapons on a ship, all fighter flights attacking the same target, anything. You can even use it for missiles, but in this case total the amount of missiles fired at the target and the percentage is the amount of missiles that hit, each inflicting damage.

At the minimum, one die roll should be for all Primary and Secondary batteries attacking a ship and all missiles firing at a target. If ever the chances of hitting the target are different, that requires a seperate roll.

	Chance of hitting the target				
Die roll	**1**	**1-2**	**1-3**	**1-4**	**1-5**
0 or less	50%	66%	75%	Full	Full
1	33%	50%	66%	75%	Full
2	15%	33%	50%	66%	75%
3	None	15%	33%	50%	66%
4	None	None	15%	33%	50%
5	None	None	None	15%	33%
6	None	None	None	None	15%
7 or more	None	None	None	None	None

For example, a ship has four Primary batteries of 3/2/1 and 4 Secondary batteries firing at the same target. This works out to a total of 16 points of damage. If the target ship is a normal warship with no modifiers, then the chances of hitting that ship are 1-4. The attacking ship rolls 1d6 with a result of 3. This is 50%, meaning that the target ship suffers 8 points of damage.

If the target ship had deflector shields (+1), the chances of hitting would be the same, but the die roll would be modified to 4, with a result of 33% of the damage hitting. 33% of 16 is 5.28, for 5 points of damage.

If a target ship was being hit by 16 Type B missiles and had applied 2 points of Secondary to deflect the missiles, the chances of hitting the ship would be 1-4. There is a +3 modifier to the roll (+1 for being a Type B missiles and +2 for the Secondary batteries). If a 2 were rolled, this would be modified to 5, meaning that 15% of the missiles hit. 15% of 16 is 2 (2.4 rounded to 2), so 2 missiles hit, inflicting 2 points of damage each, for a total of 4 damage to the target.

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WHY USE STARFLEET BATTLES?

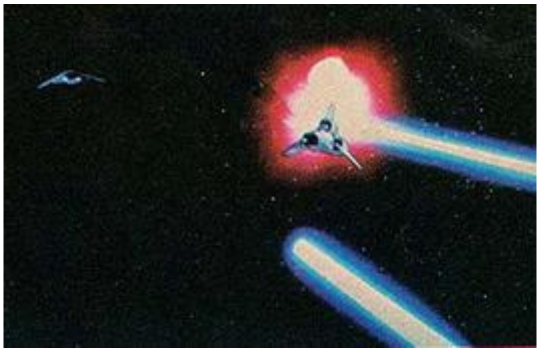
Good question really, and I am not sure I have a proper answer. I mean, I like the game, but it is not a fighter combat game in the slightest. Still, it does have the ability to simulate the large ships of the series very well, and adapting the fighter rules is not really that hard.

So have I succeeded?
You judge for yourself. I think so though, and a lot of the stuff here has been contributed by other players, so I can only hope that other people do as well!

Anyway, here is what I have done - enjoy!

Please note - this is *NOT* an SFB/Battlestar Galactica crossover!

What I have done:



With these rule variants, I have had to take a few liberties with the standard **SFB** rules. One of these is that I have left in standard **SFB** terminology such as phasers and warp drives. This is not to imply that **Battlestar Galactica** uses these things (it does not), but just to simplify my job. A little imagination should be used here.

Also I have added a few new ships, which could be used during the 1000 yahren war with the Cylons (probably all examples would have been destroyed a few yahrens before the ill fated peace conference). If players disagree that the Colonials had any other ships, then obviously feel free to ignore these ships. However there is evidence in the series that other warships were at least present during the war, just no evidence as to *what* those particular ships were!

The biggest change is how I have had to deal with fighters. **SFB** is not really a fighter game, and if I did use the standard rules for fighters, then they would have been far too effective. Instead they are grouped into flights of 8 fighters each, with the damage they dish out being related to how many fighters are left in the flight.

The other main change was to the DAC. Yes, I know it is a mortal sin to fiddle with the DAC, but Galactica ships do not have half the amount of systems that **SFB** ships do, and if you just ignored all the missing systems, then the ships would be destroyed far too quickly. So we have not changed the DAC completely, and certainly not to unbalance the game.

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QUICKSTART

There are a lot of rules on this website, and it is easy to get overwhelmed and wonder where to start. do not be put off, for while yes, there *is* a lot here, it is the result of a lot of time and effort and it is also complete. If you just want to get a couple of ships battling each other, you will not need half of what's here. So, to make life easy, the following is what I would consider the basics of this conversion. Try these, and if you like it, then you can move on to bigger things. And if you do not, you will not need to spend more time trying to get through the rest of the pages here.

Only the Basic Set of the **StarFleet Battles** game is needed, although if you are lucky, you might even get away with just having the **Cadets Training Manual**, just treat fighters as faster shuttles, ignore *Asps* and you will have an acceptable basic game.

The Basic Rules:

The only rules you actually need to play are as follows. you will need to use your browsers 'Back' button to get back to this page as the links on the following pages will take you back to the main menu's.

- The Basic Rules
- New Weapons
- The New DAC
- Fighters

And that is all the rules you will need to learn. However, you will need some ships to play with, and for your first few games, I recommend the following. Counters for these ships can be found in the Downloads section.

- Colonial Battlestar *Galactica*
- Colonial *Pulsar* Gunstar
- Colonial Destroyer
- Colonial Light Carrier
- Cylon Baseship
- Cylon Attack Star

Scenarios:

For your first games, I would recommend starting out small. Go with the Attack the Baseship game, but substitute the Baseship and Battlestar for the following ships.

- Substitute the Baseship for a Cylon Attack Star.
- Substitute the Battlestar for a Colonial Destroyer and Colonial Light Carrier.
  Neither ship carries any *Asps* for this game.

Or for a longer game, use the following:

- The Cylon player gets a Baseship
- The Colonial player gets the Battlestar *Galactica* and a Colonial *Pulsar* class Gunstar.
  As before, no Colonial ship carries any *Asp* fighters.

Once you've mastered these two games, you are ready to go the full distance. Play the game again, but this time use the following ships:

- The Cylon player gets a Baseship
- The Colonial player gets the Battlestar *Galactica* and a Colonial Light Carrier.

If, after these games you like what you see, you are then welcome to browse the rest of the site, adding any other rules that take your fancy. You do not need to add all the rules, and most of them work quite happily without any other rules being needed.

Charts and Tables:

The following chart extracts may be useful for the ships above.

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Battlestar *Galactica*	60	6	122	2.00	2	E	30	8	10	6824	8 Asps
Pulsar Class Gunstar	45	10	116	2.00	2	D	25	5	4	6592	2 Asps
Destroyer	23	6	74	1.00	3	C	20	4	2	6600	2 Asps
Light Carrier	10	2	39	0.50	4	B	14	4	5	6423	1 Asp
Standard Baseship	30	10	143	3.00	2	F	40	6	18	6600	
Attack Star	15	6	80	1.50	3	D	25	4	9	6700	

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THE BASIC RULES

Scale

The scale in **BSG** is 1 hex equals 1 kilometre (or micron), and each turn equals a few seconds. Ideally each hex should be around 200 metres, but I did not want to invent new rules for ships that covered more than 1 hex (the Battlestars would be around 3 hexes in length!) with regard to movement and fire arcs.

Capital Ships

Most vessels in **BSG** are termed Capital ships. Fighters, Shuttles, Yachts and Patrol Boats are not termed capital ships. Other ships which are not considered capital ships will be stated so in their rules sections. Generally this means that any ship of size class 4 or greater is a capital ship.
In **BSG**, capital ships are not fast and nimble like their **SFB** cousins. You will not see the Galactica doing an HET. Instead they are slow and ponderous, and this also accounts for their lousy turn modes and movement point cost.
Thus the following movement options are NOT allowed for capital vessels:

- (C3.5) Reverse Direction
- (C3.6) Quick Reverse
- (C5.0) Tactical Manoeuvres
- (C6.0) High Energy Turns
- (C9.0) Positron Flywheel
- (C10.0) Erratic Manoeuvring

No ship may (C7.1) Disengage by Acceleration. (C7.2) Disengagement by Seperation is not really an option and (C7.3) Disengagement by Sublight Evasion is also not really possible as all combat takes place at sublight speeds.

Weapons Fire:

Phasers:

The phaser is listed as the main weapon on most ships. For weapons larger than the phaser 3, these should be imagined as large turbo lasers, one weapon per box on the SSD.
For phaser 3's, each box should be treated as a turret of anti-fighter turbo lasers, computer controlled for independent fire.

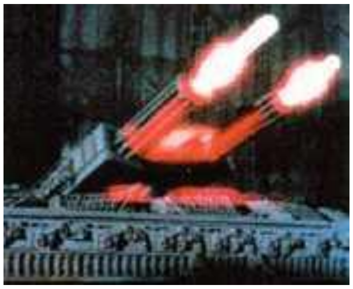
Ranges are also slightly less to account for the **BSG** fact that everything seems really close together.

- Phaser 1 Max. Range: 25 hexes
- Phaser 2 Max. Range: 15 hexes
- Phaser 3 Max. Range: 8 hexes
- Phaser 4 Max. Range: 40 hexes
  The Ph.4 is not able to target fighters or shuttles

Phaser 2 and 3's may attack and destroy fighters, Phaser 1 and 4's may not.

Damage to Phasers

Phaser IV and Phaser I's are NOT destroyed by standard Phaser hits on the DAC. Only TORP or Any Weapon hits will destroy these weapons. Phaser 2 and 3's are destroyed as normal.



Phaser 3's:

In the series we never actually see either a Battlestar or Cylon Baseship firing its smaller lasers at another capital ship. When the Pegasus went up against two Baseships, it did not use it is weapons then, and Apollo noted to Commander Cain (when he found out the 'real' plan) that the Pegasus did not have any weapons (not knowing about the missiles). Thus one can suppose that phaser 3 batteries are only anti-fighter weapons and cannot be used against other capital ships.

This is an optional rule though, but using it will really bring out the need to protect fighters, and will make Baseships more horrible...

Missile Launchers

Please see the section on New Weapons.

Damage Allocation Chart

We did not want to, but we had to change the standard DAC slightly for use with this. The main reason is that **Battlestar Galactica** ships do not have half the amount of special equipment available to **SFB** ships - things like transporters, tractors, probes and so on. If we just stated that if an item was not present, ignore it, then the ships would start to take too much critical damage too quickly. Thus a revised DAC is included with these rules. It is not a major revision, and is not designed to unbalance play at all.

The new DAC can be seen here.

Energy Allocation:

Ships are listed as having warp, APR and batteries. For game purposes these are treated exactly like the **SFB** equivalent, although in reality they are different types of power systems.
Note that there is no impulse listed, and thus ships have to pay for each point of movement at normal costs - ships are not allowed to move 1 hex for only one point of warp. All energy for movement must come from the ships warp engines and cannot ever come from other sources.

Special Equipment:

Mines

Mines can be shot at by any vessel equipped with weapons that can target fighters. Vessels need not be stationary, and mines (large or small) have four points of ECM. Mine types available in **BSG** are the Nuclear Space Mines (large and small [although small T-Bombs operate as large mines as transporters do not exist in **BSG**]), with any type of control. Additional Cylon Mine types can be found here.

Fuel

Some ships carry fuel in large silos that is used to refuel other vessels. These ships are very fragile and vulnerable to damage. The fuel carried is treated and hit as cargo, but it chain reacts like fully armed and loaded fighter boxes (although it destroys other fuel boxes, not shuttle boxes).
This makes capturing fuel tankers very difficult, and (D6.4) Non Violent Combat is strongly recommended.

Boarding Parties

Due to the permanent combat footing of the Colonial's, and the warlike nature of the Cylons, other crew units can be converted into normal offensive boarding parties. The ratio is as follows: 2 crew units or 3 deck crew units or 1 fighter flight may be converted into 1 boarding party.
Note that if a fighter flight is converted it may not operate it is fighters (and thus must not have already been launched) until it is converted back. Thus the controlling player may wish to keep track of where that flight is at all times in case it is needed to be converted back to fighter pilots.

Shuttles

The basic shuttles are treated as normal admin shuttles, except that they have no weapons, and are not allowed to be used in special roles (like wild weasel, suicide or scatter pack). In fact, the only types of shuttles allowed are listed in the Master Shuttle Annex. Shuttles not listed are not available.

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NEW WEAPONS

Colonial missile launchers:

The *Pegasus* (and possibly some other Battlestars) had large missile launchers built into their hull. While here they are treated like **SFB** drones, it should be noted that they are more like the large ICBM's from 20th Century Earth.

The Drones themselves are Speed 30, Warhead 30, Endurance 1 and have 8 hits. They also generate 4 points of ECM against all fire directed against them (although weapons that cannot target fighters cannot target drones). The drones also have ATG, but cannot target fighters or shuttles. When a drone is about to strike the target, roll 1D6. On a 1-4, the drone hits as normal. On a 5-6 however, the drone misses and overshoots the target. It must now manoeuvre to come back if it wants to still hit the target.

The drone racks are like the Type C drone rack, and can fire twice per turn (although not within eight impulses of the last firing). The rack holds 6 drones (not spaces of drones) and cannot carry other types of drones. Reloads are carried in storage, with each drone taking the equivalent of 5 spaces.
Colonial Missile launchers require firing arcs, unlike normal drone racks, so not only does the target have to be in the missiles FA arc, but the target also has to be in the arc of the missile launcher.

Cylon missiles:

Cylon missiles (or drones, the term for Cylons is interchangeable) are not as effective as their Colonial counterparts, and it could be this reason that they are not used often. Still the Planetary Bombardment Baseship uses large numbers of them, and they are not to be taken lightly.

Cylon Missiles are effectively the same as Type IV-S drones, and the launchers are effectively the same as Type B launchers, although each box on the launcher represents one missile, not one space of missile.
All other rules are as per Colonial Missiles though, so the Cylon drones will not hit automatically, but on a 1-4 on 1D6.
Cylon missiles may only target ships or stations, never fighters or shuttles, and must be controlled as launcher guided drones (FD5.3).
Like normal drone racks, Cylon missile launchers do not require fire arcs.

Cylon Mines:

Cylon Mine types can be found here.

Mini-missile launcher:

These are just a much smaller version of the large Colonial and Cylon missiles. They can be used in the anti-ship and anti-fighter role. They are very much like the cobra missiles from the optional Viper Variants, but are slightly weaker.
Like normal Colonial missile launchers, mini-missile launchers have firing arcs.< /p>

These missiles function just like their large brethren (page 4 of the Basic Rules), with a Speed of 25, Warhead of 6, Endurance 1 and are destroyed by any hit. They also hit on a 1-4 on 1d6. These missiles can target fighters, but if they hit they will only inflict three points of damage to a fighter flight (enough to destroy one fighter only). Against shuttles or larger fighters, the missile will inflict the normal full damage.

If more than one missile was fired and one missile hits and destroys the target, the other missile is wasted.

The missile launcher holds 6 missiles, and can fire two of them per turn, although not within 16 impulses of each other.

Mini-missile launchers cannot fire rockets or Cobra missiles.

Rocket launcher:

Rockets are similar to missiles, although slower and without the guidance system. Instead the warhead is increased dramatically to provide a very powerful punch.

Rockets have a speed of 10, endurance of 3 and a warhead of 15. However, as they have no guidance system they can only target capital ships (not fighters or shuttles), and must be fired via (F4.0) Ballistic targeting, although upon entering the hex, the rocket will detonate, doing full damage to the target ship, if there is one, in the hex.

The rocket launcher holds 6 rockets, and can fire one of these per turn.
It may not launch Cobra missiles and rockets.

Small mine racks:

These are treated as normal mine racks, but can only carry four small NSMs.

Cobra missiles:

These are the chief anti-ship weapon of the Cobra Bomber, and they are generally carried under the wings and fuselage of the craft. Each missile is a single shot missile, not launcher, and the Viper may fire two of these per turn, but both must be fired at the same target.
Each cobra missile carried increases the fighters cost by 1 point.

Cobra missiles function just like their large brethren (page 4 of the Basic Rules), with a Speed of 25, Warhead of 10, Endurance 1 and are destroyed by any hit. These drones can target fighters, but if they hit they will only inflict three points of damage to a fighter flight (enough to destroy one fighter only), and are at a +DFR of the target modifier to hit, with a natural 1 indicating a hit, no matter what the modifiers. For example, a Cobra firing a missile at a Cylon Raider is at a +2 to hit the Raider, and thus will only hit on a 1 or 2 on 1D6.
Against shuttles or larger fighters, the missile will inflict the normal full damage.

If more than one missile was fired and one missile hits and destroys the target, the other missile is wasted.

Boa smart bomb:

The Boa was an early attempt to create a fighter launched missile that can be used to attack relatively slow moving vessels or bases. It is similar to the Cobra missile, having a more powerful warhead at the expense of a faster propulsion system.
Each boa smart bomb carried increases the fighters cost by 1.5 points.

A figter equipped with these may fire 2 bombs in one turn. If both are fired at the same target, then they may both be fired in the same impulse, else they may not be fired within 8 impulses of each other.

Like the Cobra, each missile is a single shot weapon, and also like the Cobra, if fired against fighters, it suffers a +DFR modifier to the to-hit chance, and may only destroy one fighter per missile.

It may be carried by any craft that may carry the Cobra missile, and vice versa.

WEAPON SUMMARY

Missile Type	**Speed**	**Endurance**	**To-hit**	**Warhead**	**Damage**	**Space**
Colonial Large Missile	30	1	1-4	30	8	5
Cylon Missile	8	3	1-4	24	6	5
Mini-Missile	25	1	1-5	6	0	0.5
Rocket	10	3	*	15	0	0.5
Cobra Missile	25	1	1-4	10	0	0.5
Boa Smart Bomb	10	1	1-5	15	6	0.5

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THE BSG DAMAGE ALLOCATION CHART

Die Roll	**A**	**B**	**C**	**D**	**E**	**F**	**G**	**H**	**I**	**J**	**K**	**L**	**M**
2	**Bridge**	**Flag Bridge**	**Sensor**	**Damage Control**	**A. Hull**	L. Warp	Cargo	**Bridge**	Shuttle	Lab	F. Hull	R. Warp	Excess Damage
3	**Torp**	**Phaser**	Fighter	L. Warp	R. Warp	A. Hull	Shuttle	**Damage Control**	C. Warp	Lab	Battery	C. Warp	Excess Damage
4	**Phaser**	**Lab**	R. Warp	Cargo	F. Hull	**Fighter**	L. Warp	APR	Lab	**Control**	Fighter	Phaser	Excess Damage
5	**R. Warp**	A. Hull	Cargo	Battery	Shuttle	**Torp**	L. Warp	**Phaser**	R. Warp	Phaser	Fighter	Any Weapon	Excess Damage
6	F. Hull	Cargo	Lab	L. Warp	**Sensor**	A. Hull	Shuttle	R. Warp	Phaser	Fighter	Battery	Any Weapon	Excess Damage
7	Cargo	F. Hull	Battery	C. Warp	Shuttle	APR	Lab	Phaser	Any Warp	Fighter	A.Hull	Any Weapon	Excess Damage
8	A. Hull	APR	L. Warp	R. Warp	**Scanner**	Shuttle	Lab	L. Warp	Phaser	Fighter	Battery	Any Weapon	Excess Weapon
9	**L. Warp**	F. Hull	Cargo	Battery	Lab	**Torp**	R. Warp	**Phaser**	L. Warp	Phaser	Fighter	Any Weapon	Excess Weapon
10	**Phaser**	**Fighter**	L. Warp	Shuttle	A. Hull	F. Hull	R. Warp	APR	Lab	**Control**	Fighter	C. Warp	Excess Damage
11	**Fighter**	**Phaser**	Cargo	R. Warp	L. Warp	F. Hull	Fighter	**Damage Control**	C. Warp	Lab	Battery	Phaser	Excess Damage
12	**Aux Control**	**Emer Bridge**	**Scanner**	**Fighter**	**F. Hull**	R. Warp	Cargo	Shuttle	**Control**	Lab	A. Hull	L. Warp	Excess Damage

Any Wpn	This can include Fighter (not shuttle) bays
Control	This is any control box (such as Bridge, Aux Con, Emer, Flag)
Shuttle	This can include Fighter bays
Torp	This includes Missiles, Phaser IVs and Phaser Is

index

COLONIAL BATTLESTAR GALACTICA

CREW UNITS

									10
									20
									30
									40
									50
									60

DECK CREWS

									10
									20
									30
									40

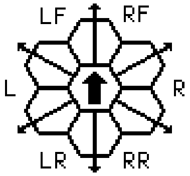
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

SHIP DATA TABLE

TYPE = CVA
POINT VALUE = 122
FIGHTER PV = +200
LIFE SUPPORT = 2
SIZE CLASS = 2
MOVEMENT COST = 2



TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6–8	9–15	16–25
1	9	8	7	6	5	5	4	3	2
2	8	7	6	5	5	4	3	2	1
3	7	5	5	4	4	4	3	1	0
4	6	4	4	4	4	3	2	0	0
5	5	4	4	4	3	3	1	0	0
6	4	4	3	3	2	2	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4–8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

ASP

1		3	
2		4	

ASP

5		7	
6		8	

TURN MODE D	SPEED
1	2 – 4
2	5 – 8
3	9 – 12
4	13 – 17
5	18 – 24
6	25+

CAN NOT USE HET

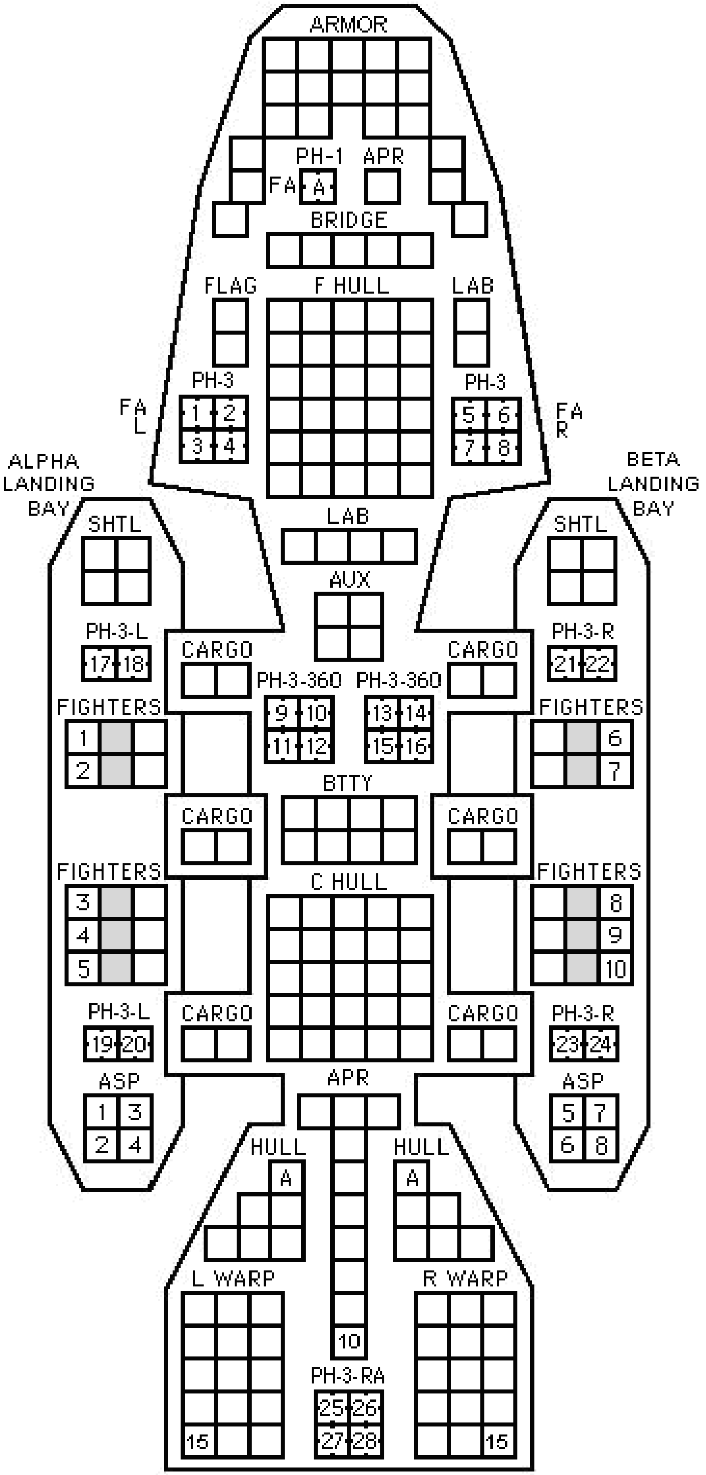
ALPHA LANDING BAY VIPER FIGHTER FLIGHT

	1			2			3			4			5		
HIT 3	1			1			1			1			1		
	2			2			2			2			2		
HIT 2	3			3			3			3			3		
	4			4			4			4			4		
	5			5			5			5			5		
HIT 1	6			6			6			6			6		
	7			7			7			7			7		
	8			8			8			8			8		

BETA LANDING BAY VIPER FIGHTER FLIGHT

	6			7			8			9			10		
HIT 3	1			1			1			1			1		
	2			2			2			2			2		
HIT 2	3			3			3			3			3		
	4			4			4			4			4		
	5			5			5			5			5		
HIT 1	6			6			6			6			6		
	7			7			7			7			7		
	8			8			8			8			8		

SENSOR	SCANNER	DAM CON	EX DAM
6	0	6	
6	0	4	
6	0	4	
5	1	2	
3	3	2	
1	5	2	
0	9	0	



COLONIAL *PULSAR* CLASS GUNSTAR

CREW UNITS

									10
									20
									30
									40

DECK CREWS

									10
									20

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

MISSILES

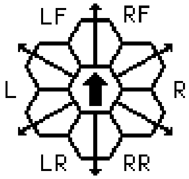
A						
B						

SHIP DATA TABLE

TYPE = CVS
POINT VALUE = 116
FIGHTER PV = +74
LIFE SUPPORT = 2
SIZE CLASS = 2
MOVEMENT COST = 2

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6–8	9–15	16–25
1	9	8	7	6	5	5	4	3	2
2	8	7	6	5	5	4	3	2	1
3	7	5	5	4	4	4	3	1	0
4	6	4	4	4	4	3	2	0	0
5	5	4	4	4	3	3	1	0	0
6	4	4	3	3	2	2	0	0	0



FA = LF + RF
RA = LR + RR

TURN MODE D	SPEED
1	2 – 4
2	5 – 8
3	9 – 12
4	13–17
5	18–24
6	25+

SENSOR	SCANNER	DAM CON
6	0	6
6	0	4
6	0	4
5	1	2
3	3	2
1	5	2
0	9	0

EX DAM

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4–8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

ASP

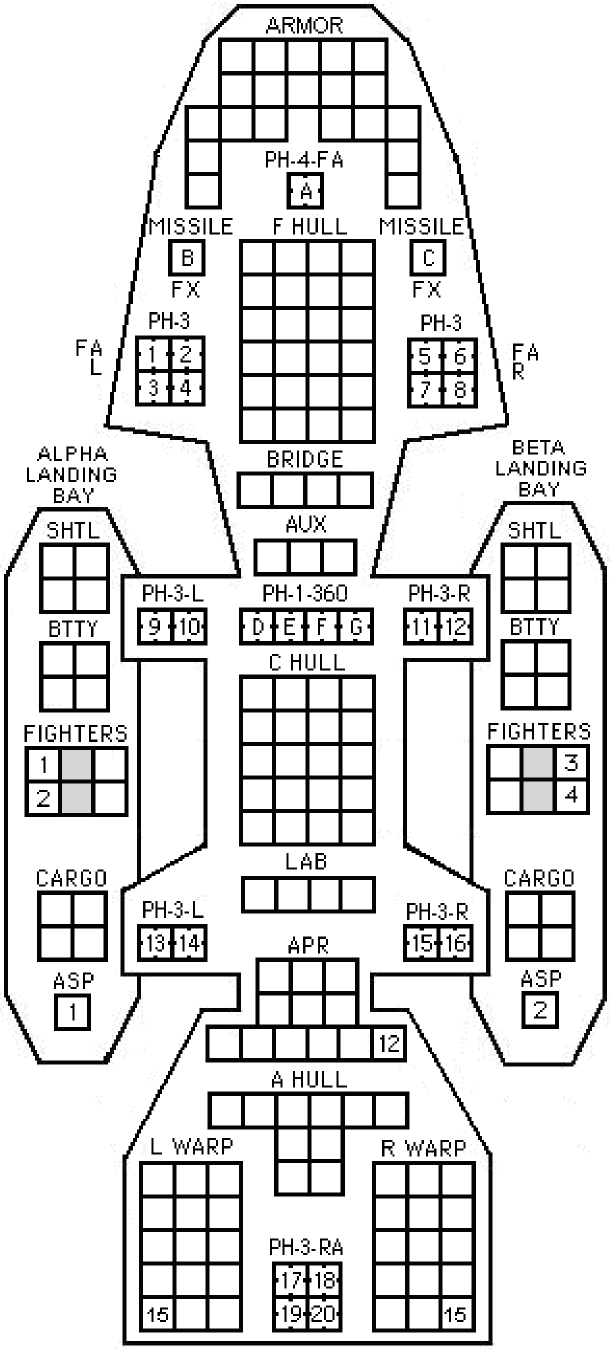
1		2	

FIGHTER FLIGHTS

1			2			3			4		

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0–3	4–5	6	7	8	9	10	11–13	14–17	18–25	26–40
1	20	20	20	15	12	10	8	6	5	4	3
2	20	20	15	12	11	9	8	6	4	3	2
3	20	15	12	11	10	8	7	5	4	2	1
4	20	15	11	10	9	8	6	4	3	1	0
5	15	12	10	9	8	7	5	3	2	0	0
6	15	10	9	8	7	6	5	3	1	0	0



COLONIAL *LIBRA* CLASS DESTROYER

CREW UNITS

			✕					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

DECK CREWS

									10

SHIP DATA TABLE

TYPE = DD
POINT VALUE = 74
FIGHTER PV = +42
LIFE SUPPORT = 1
SIZE CLASS = 3
MOVEMENT COST = 1

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6–8	9–15	16–25
1	9	8	7	6	5	5	4	3	2
2	8	7	6	5	5	4	3	2	1
3	7	5	5	4	4	4	3	1	0
4	6	4	4	4	4	3	2	0	0
5	5	4	4	4	3	3	1	0	0
6	4	4	3	3	2	2	0	0	0

TURN MODE C

TURN MODE	SPEED
1	2 – 4
2	5 – 9
3	10 – 14
4	15 – 20
5	21 – 27
6	28+

TYPE III DEFENSE PHASER

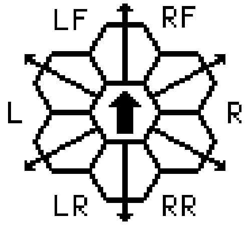
DIE ROLL	RANGE 0	1	2	3	4–8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

FIGHTER FLIGHTS

1			2		

ASP

1	
2	



FA = LF + RF
RA = LR + RR

SENSOR

6
6
3
1
0

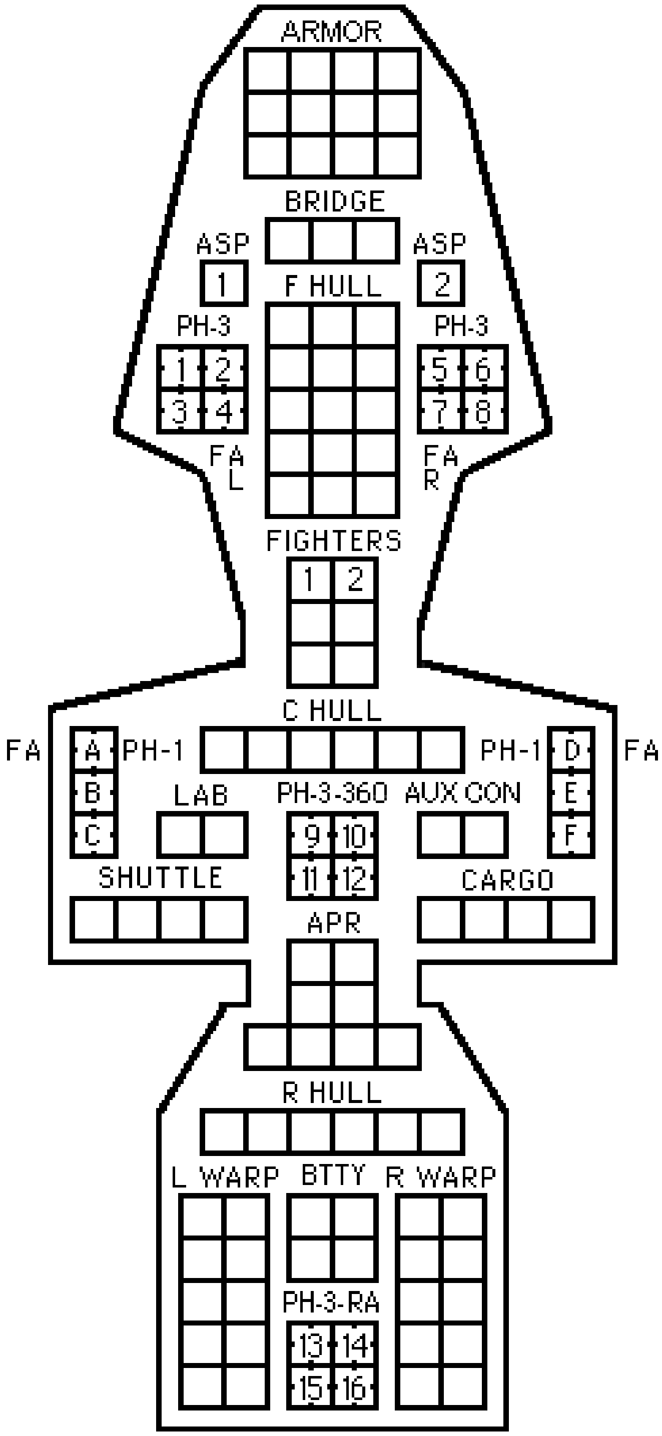
SCANNER

0
0
1
4
9

DAM CON

4
4
2
2
0

EX DAM



COLONIAL XERSES CLASS LIGHT CARRIER

CREW UNITS

☐ ☐ ☒ ☐ ☐ ☐ ☐ ☐ ☐ 10

BOARDING PARTIES

☐ ☐

DECK CREWS

☐ ☐ ☒ ☐ ☐ ☐ ☐ ☐ ☐ 10
☐ ☐ ☐ ☐ ☐ ☐

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

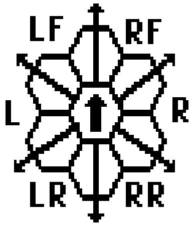
SHIP DATA TABLE

TYPE = CVL
POINT VALUE = 39
FIGHTER PV = +85
LIFE SUPPORT = 0.5
SIZE CLASS = 4
MOVEMENT COST = 0.5

TURN MODE		SPEED
B	1	2 - 5
	2	6 - 10
	3	11-15
	4	16-21

SENSOR	DAM CON
6	2
6	2
3	2
0	0

SCANNER	EX DAM
0	
1	
4	
9	



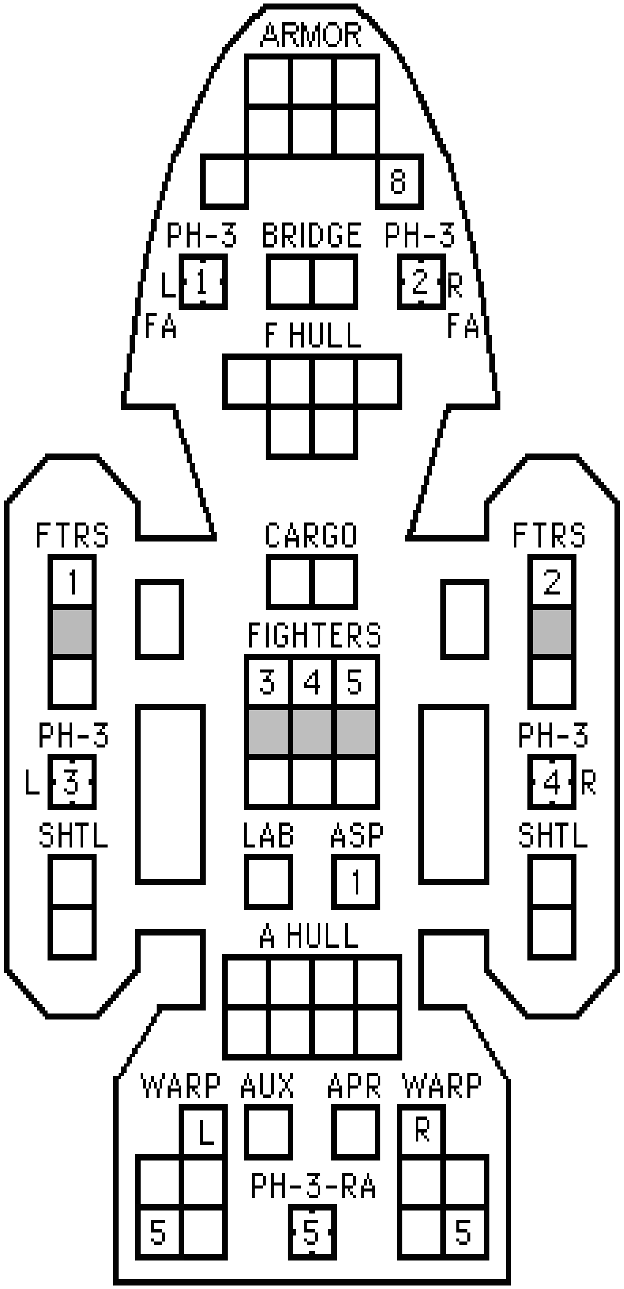
FA = LF + RF
RA = LR + RR

FIGHTER FLIGHTS

1			2			3			4			5		

ASP

1	



CYLON *HADES* CLASS BASESTAR

STANDARD VARIANT

SHIP DATA TABLE	
TYPE	= SCS
POINT VALUE	= 143
FIGHTER PV	=+288
LIFE SUPPORT	= 1
SIZE CLASS	= 2
MOVEMENT COST	= 3

CREW UNITS

10
20
30

BOARDING PARTIES

10

DECK CREWS

10
20
30
40
50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TYPE I OFFENSIVE PHASER TABLE

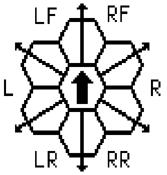
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25
1	9	8	7	6	5	5	4	3	2
2	8	7	6	5	5	4	3	2	1
3	7	5	5	4	4	4	3	1	0
4	6	4	4	4	4	3	2	0	0
5	5	4	4	4	3	3	1	0	0
6	4	4	3	3	2	2	0	0	0

FIGHTER FLIGHTS

	1	2	3	4	5	6
HIT 3	1	1	1	1	1	1
	2	2	2	2	2	2
HIT 2	3	3	3	3	3	3
	4	4	4	4	4	4
	5	5	5	5	5	5
HIT 1	6	6	6	6	6	6
	7	7	7	7	7	7
	8	8	8	8	8	8

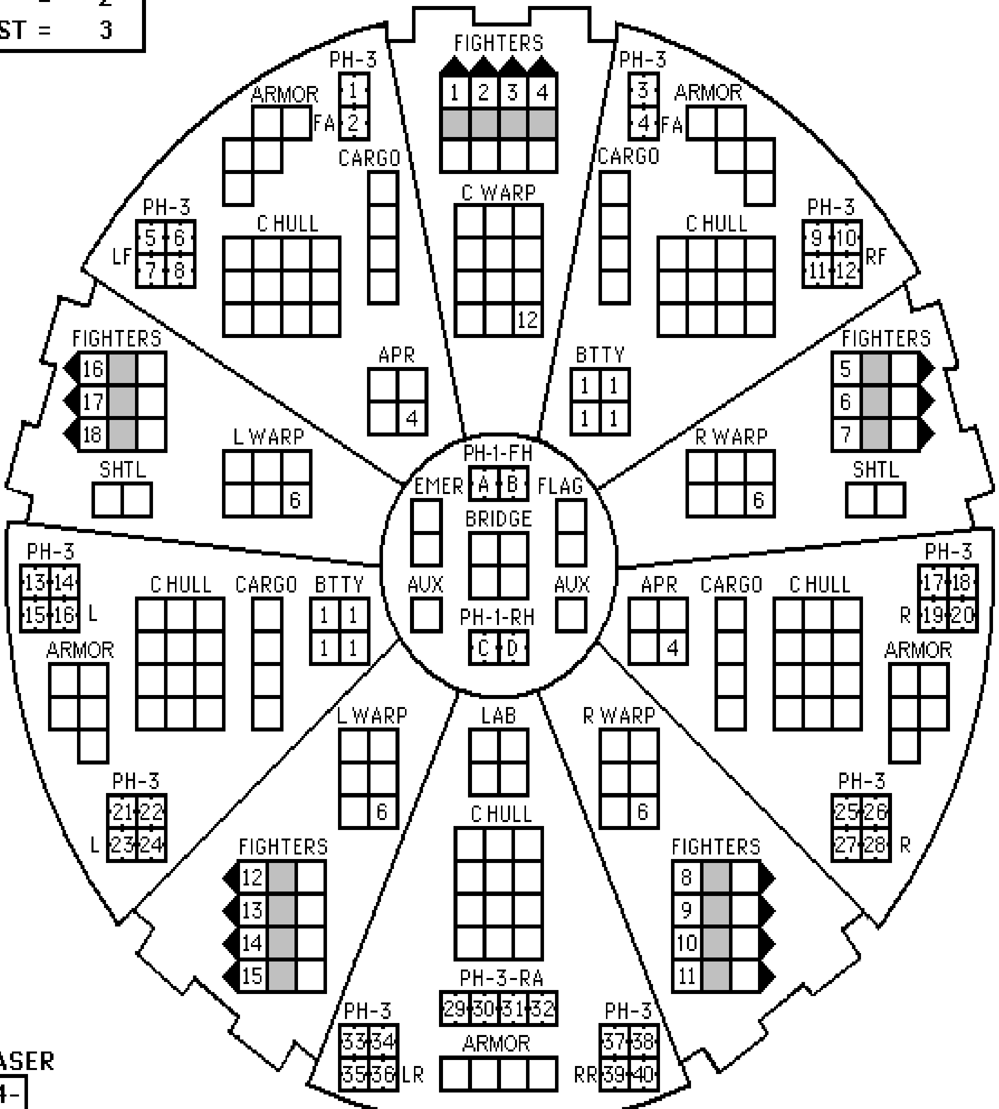
	7	8	9	10	11	12
HIT 3	1	1	1	1	1	1
	2	2	2	2	2	2
HIT 2	3	3	3	3	3	3
	4	4	4	4	4	4
	5	5	5	5	5	5
HIT 1	6	6	6	6	6	6
	7	7	7	7	7	7
	8	8	8	8	8	8

	13	14	15	16	17	18
HIT 3	1	1	1	1	1	1
	2	2	2	2	2	2
HIT 2	3	3	3	3	3	3
	4	4	4	4	4	4
	5	5	5	5	5	5
HIT 1	6	6	6	6	6	6
	7	7	7	7	7	7
	8	8	8	8	8	8



TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0



SENSOR	SCANNER	DAM CON	EX DAM
6	0	6	
6	0	4	
6	0	4	
5	1	2	
3	3	2	
1	5	2	
0	9	0	

TURN MODE		SPEED
F	1	2 - 3
	2	4 - 5
	3	6 - 9
	4	10 - 13

CYLON *FENRIR* CLASS ATTACKSTAR

CREW UNITS

☐☐☐☐☐☐☐☐☐☐ 10
☐☐☐☐☐

BOARDING PARTIES

☐☐☐☐☐

DECK CREWS

☐☐☐☐☐☐☐☐☐☐ 10
☐☐☐☐☐☐☐☐☐☐ 20
☐☐☐☐☐☐☐

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	☐☐☐☐☐☐	
	☐☐☐☐☐☐	

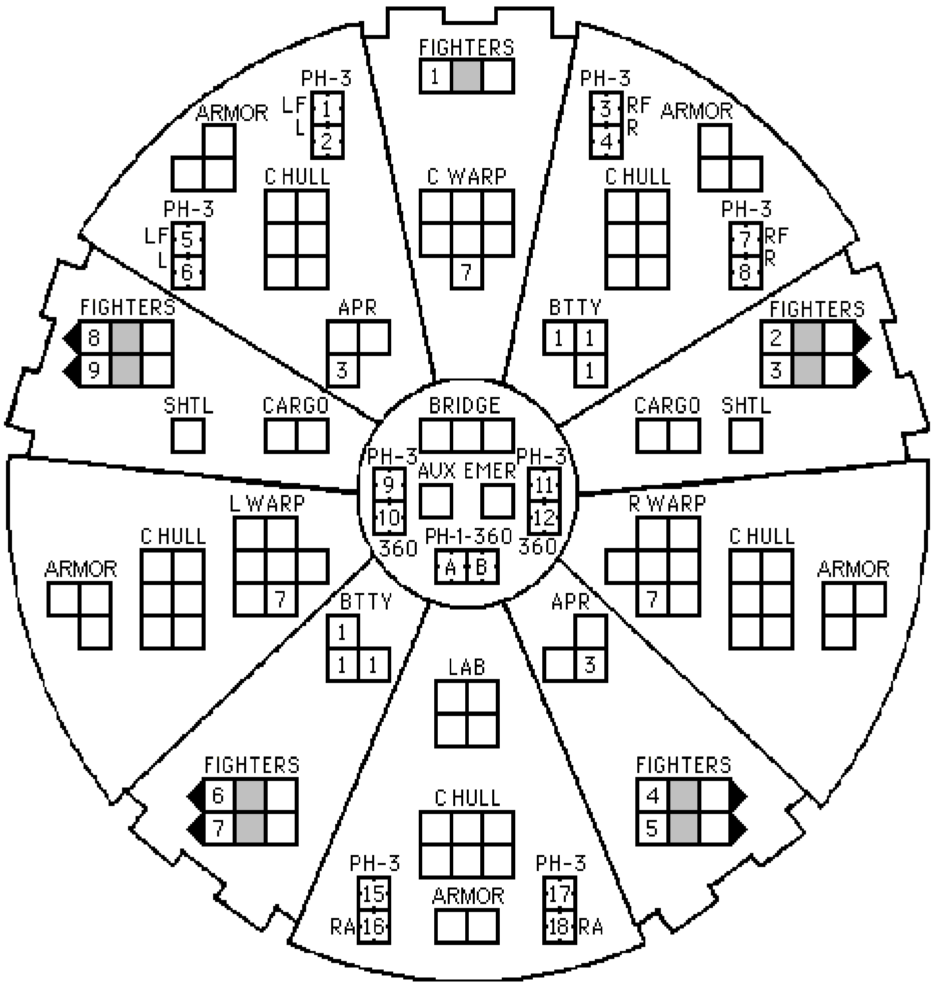
SHIP DATA TABLE

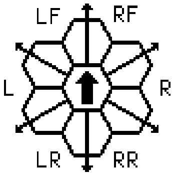
TYPE = CA
POINT VALUE = 80
FIGHTER PV = +144
LIFE SUPPORT = 1/2
SIZE CLASS = 3
MOVEMENT COST = 1-1/2

FIGHTER FLIGHTS

HIT	1	2	3	4	5	6
HIT 3	1 ☐☐	1 ☐☐	1 ☐☐	1 ☐☐	1 ☐☐	1 ☐☐
	2 ☐☐	2 ☐☐	2 ☐☐	2 ☐☐	2 ☐☐	2 ☐☐
HIT 2	3 ☐☐	3 ☐☐	3 ☐☐	3 ☐☐	3 ☐☐	3 ☐☐
	4 ☐☐	4 ☐☐	4 ☐☐	4 ☐☐	4 ☐☐	4 ☐☐
	5 ☐☐	5 ☐☐	5 ☐☐	5 ☐☐	5 ☐☐	5 ☐☐
HIT 1	6 ☐☐	6 ☐☐	6 ☐☐	6 ☐☐	6 ☐☐	6 ☐☐
	7 ☐☐	7 ☐☐	7 ☐☐	7 ☐☐	7 ☐☐	7 ☐☐
	8 ☐☐	8 ☐☐	8 ☐☐	8 ☐☐	8 ☐☐	8 ☐☐

HIT	7	8	9
HIT 3	1 ☐☐	1 ☐☐	1 ☐☐
	2 ☐☐	2 ☐☐	2 ☐☐
HIT 2	3 ☐☐	3 ☐☐	3 ☐☐
	4 ☐☐	4 ☐☐	4 ☐☐
	5 ☐☐	5 ☐☐	5 ☐☐
HIT 1	6 ☐☐	6 ☐☐	6 ☐☐
	7 ☐☐	7 ☐☐	7 ☐☐
	8 ☐☐	8 ☐☐	8 ☐☐





TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25
1	9	8	7	6	5	5	4	3	2
2	8	7	6	5	5	4	3	2	1
3	7	5	5	4	4	4	3	1	0
4	6	4	4	4	4	3	2	0	0
5	5	4	4	4	3	3	1	0	0
6	4	4	3	3	2	2	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

SENSOR	SCANNER
6	0
6	0
6	0
5	1
3	3
1	5
0	9

TURN MODE		SPEED
F	1	2 - 3
	2	4 - 5
	3	6 - 9
	4	10-13

DAM CON	EX DAM
4	☐
4	☐
2	☐
2	☐
0	☐

Scenarios:

For your first games, I would recommend starting out small. Go with the Attack the Baseship game, but substitute the Baseship and Battlestar for the following ships.

- Substitute the Baseship for a Cylon Attack Star.
- Substitute the Battlestar for a Colonial Destroyer and Colonial Light Carrier.
  Neither ship carries any *Asps* for this game.

Or for a longer game, use the following:

- The Cylon player gets a Baseship
- The Colonial player gets the Battlestar *Galactica* and a Colonial *Pulsar* class Gunstar.
  As before, no Colonial ship carries any *Asp* fighters.

Once you've mastered these two games, you are ready to go the full distance. Play the game again, but this time use the following ships:

- The Cylon player gets a Baseship
- The Colonial player gets the Battlestar *Galactica* and a Colonial Light Carrier.

If, after these games you like what you see, you are then welcome to browse the rest of the site, adding any other rules that take your fancy. You do not need to add all the rules, and most of them work quite happily without any other rules being needed.

Charts and Tables:

The following chart extracts may be useful for the ships above.

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Battlestar *Galactica*	60	6	122	2.00	2	E	30	8	10	6824	8 Asps
Pulsar Class Gunstar	45	10	116	2.00	2	D	25	5	4	6592	2 Asps
Destroyer	23	6	74	1.00	3	C	20	4	2	6600	2 Asps
Light Carrier	10	2	39	0.50	4	B	14	4	5	6423	1 Asp
Standard Baseship	30	10	143	3.00	2	F	40	6	18	6600	
Attack Star	15	6	80	1.50	3	D	25	4	9	6700	

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THE BASIC RULES

Scale

The scale in **BSG** is 1 hex equals 1 kilometre (or micron), and each turn equals a few seconds. Ideally each hex should be around 200 metres, but I did not want to invent new rules for ships that covered more than 1 hex (the Battlestars would be around 3 hexes in length!) with regard to movement and fire arcs.

Capital Ships

Most vessels in **BSG** are termed Capital ships. Fighters, Shuttles, Yachts and Patrol Boats are not termed capital ships. Other ships which are not considered capital ships will be stated so in their rules sections. Generally this means that any ship of size class 4 or greater is a capital ship.
In **BSG**, capital ships are not fast and nimble like their **SFB** cousins. You will not see the Galactica doing an HET. Instead they are slow and ponderous, and this also accounts for their lousy turn modes and movement point cost.
Thus the following movement options are NOT allowed for capital vessels:

- (C3.5) Reverse Direction
- (C3.6) Quick Reverse
- (C5.0) Tactical Manoeuvres
- (C6.0) High Energy Turns
- (C9.0) Positron Flywheel
- (C10.0) Erratic Manoeuvring

No ship may (C7.1) Disengage by Acceleration. (C7.2) Disengagement by Seperation is not really an option and (C7.3) Disengagement by Sublight Evasion is also not really possible as all combat takes place at sublight speeds.

Weapons Fire:

Phasers:

The phaser is listed as the main weapon on most ships. For weapons larger than the phaser 3, these should be imagined as large turbo lasers, one weapon per box on the SSD.
For phaser 3's, each box should be treated as a turret of anti-fighter turbo lasers, computer controlled for independent fire.

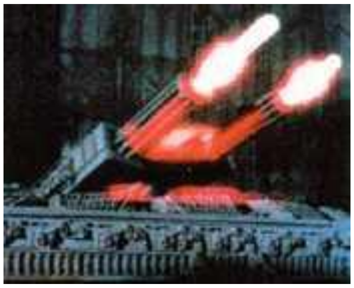
Ranges are also slightly less to account for the **BSG** fact that everything seems really close together.

- Phaser 1 Max. Range: 25 hexes
- Phaser 2 Max. Range: 15 hexes
- Phaser 3 Max. Range: 8 hexes
- Phaser 4 Max. Range: 40 hexes
  The Ph.4 is not able to target fighters or shuttles

Phaser 2 and 3's may attack and destroy fighters, Phaser 1 and 4's may not.

Damage to Phasers

Phaser IV and Phaser I's are NOT destroyed by standard Phaser hits on the DAC. Only TORP or Any Weapon hits will destroy these weapons. Phaser 2 and 3's are destroyed as normal.



Phaser 3's:

In the series we never actually see either a Battlestar or Cylon Baseship firing its smaller lasers at another capital ship. When the Pegasus went up against two Baseships, it did not use it is weapons then, and Apollo noted to Commander Cain (when he found out the 'real' plan) that the Pegasus did not have any weapons (not knowing about the missiles). Thus one can suppose that phaser 3 batteries are only anti-fighter weapons and cannot be used against other capital ships.

This is an optional rule though, but using it will really bring out the need to protect fighters, and will make Baseships more horrible...

Missile Launchers

Please see the section on New Weapons.

Damage Allocation Chart

We did not want to, but we had to change the standard DAC slightly for use with this. The main reason is that **Battlestar Galactica** ships do not have half the amount of special equipment available to **SFB** ships - things like transporters, tractors, probes and so on. If we just stated that if an item was not present, ignore it, then the ships would start to take too much critical damage too quickly. Thus a revised DAC is included with these rules. It is not a major revision, and is not designed to unbalance play at all.

The new DAC can be seen here.

Energy Allocation:

Ships are listed as having warp, APR and batteries. For game purposes these are treated exactly like the **SFB** equivalent, although in reality they are different types of power systems.
Note that there is no impulse listed, and thus ships have to pay for each point of movement at normal costs - ships are not allowed to move 1 hex for only one point of warp. All energy for movement must come from the ships warp engines and cannot ever come from other sources.

Special Equipment:

Mines

Mines can be shot at by any vessel equipped with weapons that can target fighters. Vessels need not be stationary, and mines (large or small) have four points of ECM. Mine types available in **BSG** are the Nuclear Space Mines (large and small [although small T-Bombs operate as large mines as transporters do not exist in **BSG**]), with any type of control. Additional Cylon Mine types can be found here.

Fuel

Some ships carry fuel in large silos that is used to refuel other vessels. These ships are very fragile and vulnerable to damage. The fuel carried is treated and hit as cargo, but it chain reacts like fully armed and loaded fighter boxes (although it destroys other fuel boxes, not shuttle boxes).
This makes capturing fuel tankers very difficult, and (D6.4) Non Violent Combat is strongly recommended.

Boarding Parties

Due to the permanent combat footing of the Colonial's, and the warlike nature of the Cylons, other crew units can be converted into normal offensive boarding parties. The ratio is as follows: 2 crew units or 3 deck crew units or 1 fighter flight may be converted into 1 boarding party.
Note that if a fighter flight is converted it may not operate it is fighters (and thus must not have already been launched) until it is converted back. Thus the controlling player may wish to keep track of where that flight is at all times in case it is needed to be converted back to fighter pilots.

Shuttles

The basic shuttles are treated as normal admin shuttles, except that they have no weapons, and are not allowed to be used in special roles (like wild weasel, suicide or scatter pack). In fact, the only types of shuttles allowed are listed in the Master Shuttle Annex. Shuttles not listed are not available.

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FIGHTERS

Fighters are the heart of **BSG**. Every Colonial warship has them, and so does every Cylon ship. And in large numbers too - the Battlestars having from 75-150 fighters. while the Cylon Basestars have around 2-300. They are the main offensive punch of the ships.

To represent this in normal **SFB** terms would result in a nightmare, not to mention that I doubt if anyone would have the proper amount of counters.
Thus most fighters (not shuttles) are grouped into flights, a flight being 8 fighter craft. Each flight has it is own counter. Fighters and shuttles not in flights use all normal rules, and are disabled and take damage as normal.

Movement

Movement is treated as normal. Every fighter is assumed to operate within a flight, and so the flight counter can be moved as normal fighter rules.

Launching

Colonial fighters that launch from dedicated fighter carriers (such as Battlestars and Gunstars) are launched from special launch tubes. These propel the fighter to speed 12 at the moment of launch. Fighters launch in directions 2 or 6 depending on which bay they launch from.
Colonial shuttles launching from these fighter carriers do so at normal speeds, but from direction 4. All recoveries are made from direction 4.
Colonial *Asp* Class recon fighters, while operating singularly, also operate from launch tubes (just dedicated launch tubes) and thus follow the same rules as Viper flights launchings.

Cylon fighters have no such restrictions or bonuses - Baseships having many launch bays in all directions.
Regardless of the race, 1 fighter flight may be launched per bay. (2 on Battlestars, Gunstars and Baseships). In addition 1 shuttle (or fighter not in a flight) may also be launched per bay. At the same time, 1 shuttle or flight may be recovered. Colonial *Asp* fighters may also be launched 1 per bay (to account for their dedicated launch tubes).
This is due to the fact that the dedicated fighter carriers have huge shuttle bays...

Ships Weapon Status: At the start of a scenario, a fighter flight may be substituted for a shuttle for launching purposes.

Fighters in SSD's

Each shuttle or *Asp's* Recon Viper box represent a single craft, and are destroyed as normal. Each Fighter flight though takes 3 boxes on the SSD. The first destroyed box kills one deck crew, and damages two fighters. The second and third (final) SSD boxes destroyed kills another deck crew, and destroys three fighters each. Of course, if the flight had already left, then no fighters are destroyed, but the deck crews are killed.
Empty fighter boxes on any ship are considered shuttle boxes for (J1.63).

Extra Fighters: Battlestars and Gunstars have very spacious hanger and fighter bays, and as such they can accommodate more fighters than they initially carry, although conditions do get cramped. A Battlestar or Gunstar may double capacity all its fighter or shuttle boxes. The boxes that are doubled up must be marked on the SSD as when they take damage, double the amount of fighters in that box are destroyed (thus the first hit on a flight that has doubled up its fighters loses four fighters, it will lose another four on the second hit, and the third and final hit will destroy the last eight fighters). The doubled fighter boxes can launch their first set of fighters as normal, but must then wait a full turn for the deck crews to line up the other fighters into the launch tubes before they can actually be launched. Double fighter boxes must be done in flights - thus if an additional flight is taken aboard a ship, it goes into a flight on the craft, and not spread around. Of course, if additional flights are carried, then they replace any lost flights first.
Cylon Baseships may also double up their fighters in this way.

Rearming fighters and shuttles

All fighters and shuttles rearm their expendable weapons (like Cobra missiles or mini-missiles) if they have any, via (J4.82), and this can only occur on a carrier. Only a carrier that starts a game carrying fighters or shuttles which carry expendable supplies, will be able to rearm those types of fighter, unless previous notice has been given.

Deck Crew

A fighter carrier or auxiliary carrier needs 1 deck crew per fighter box on the SSD. Usually this will equate to 1 deck crew per 1, 2 or three fighters depending on the box nd fighter being serviced. Within these limits, a deck crew can function normally for the amount of fighters that it can support. For a carrier that is carrying double capacity fighters, then either double the normal amount of deck crew are needed to support these extra fighters, or else the additional fighters will have to be serviced at a later time. Note that many Colonial vessels carry additional deck crew for this very purpose.

Combat:

Fighters attack in their flights. What one fighter aims at, they all aim at. flights may make one attack per turn. The strength of the attack depends on the amount of fighters that are remaining in the flight - make a roll on the flight Attack Table. Fighter flight arcs are FA.

When fighters take damage, all damage is applied to one fighter, and then when that is destroyed, the next fighter takes damage. Thus, always apply damage from top to bottom, left to right. This shouldn't be meant to imply that one fighter is always singled out and attacked, but rather that the flight as a whole has taken damage that would effectively reduce it is strength by one craft. flights are never disabled, and thus never suffer a speed loss.

Phaser 3's can damage more than one fighter if they hit (and score four points of damage). Larger phasers can only ever kill one fighter, and thus if they score more than three points of damage (or whatever is required to kill a fighter in the flight aimed at), the rest of the damage is ignored, although this three points of damage (or more if the fighters require more damage to kill) can be distributed over several fighter boxes on the flight SSD.

Fighter flights can, of course, damage more than one fighter per attack.

Flight Attack Table:

	Range

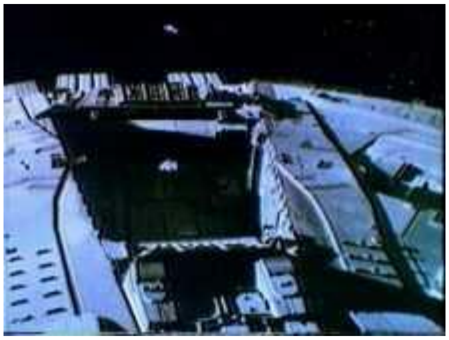
	0						**1**						**2**						**3**						**4-8**					
Die Roll	**1**	**2**	**3**	**4**	**5**	**6**	**1**	**2**	**3**	**4**	**5**	**6**	**1**	**2**	**3**	**4**	**5**	**6**	**1**	**2**	**3**	**4**	**5**	**6**	**1**	**2**	**3**	**4**	**5**	**6**
Fighters																														
1	3	3	3	3	2	2	3	3	3	2	2	2	3	3	2	2	2	1	2	2	1	0	0	0	1	0	0	0	0	0
2	5	5	5	4	4	3	5	5	4	4	3	3	5	4	4	4	3	3	4	3	3	2	2	1	2	2	1	0	0	0
3	8	8	8	7	7	6	7	7	6	6	5	5	6	5	5	4	4	4	5	4	3	3	2	1	3	2	1	0	0	0
4	10	10	8	8	6	6	9	9	8	8	7	7	8	7	7	6	6	5	6	5	4	3	3	2	4	3	2	1	0	0
5	12	12	10	10	10	8	10	10	9	9	8	8	9	8	7	7	6	5	7	6	5	4	3	2	5	4	3	2	1	0
6	15	15	13	12	12	10	13	12	12	11	10	10	12	11	10	9	7	6	10	8	7	6	4	3	7	5	4	2	1	0
7	18	18	16	16	14	14	16	16	15	14	13	12	15	13	11	10	8	7	12	10	8	6	4	3	8	6	5	3	2	0
8	20	20	18	18	16	16	18	17	16	15	14	14	16	14	12	11	10	8	14	12	10	8	6	4	10	8	6	4	2	0

Aces get a -1 to the die roll to hit, and a +1 to be hit by others
Green pilots get a +1 to the die roll to hit, and a -1 to be hit by others

Use (E1.822) for all die-roll modifier shift effects.

A fighter may voluntarily fire at a reduced strength in order to inflict less damage on the target.

Dog fighting: Dogfighting can occur as normal, but it can be done via flights, with each flight taking the role one shuttle in the dogfight. Weapons are not low powered (these are not phasers!), but to simulate the erratic manoeuvring taking place, the range is still considered to be 2.



EW: Fighters have 2 points of ECM, but not ECCM. This ECM is also only used for the purposes of being shot at by anything larger than a phaser 2.

Tactical Intelligence: At close ranges it is possible for scanners to determine how many fighters are in each flight, but at longer ranges, this is not possible. Thus fighters can automatically determine how many fighters are in a flight at ranges 0-10, and larger ships at a range of 0-25 (although for battles involving fighters and capital ships, the capital ships will be sending their sensor info to the fighters, so this range would not apply. Similiar fighters are used as scouts, so if they detect flights outside of a capital ships range, the info can be sent back).

Note that flight locations are always known, just not neccassarily the amount of fighters in the flight.

Reforming Fighter flights: Fighter flights may be reformed by elements of other flights getting together. This may be done at anytime that several under strength fighter flights are docked in a shuttle bay. In open space two under strength flights may reform if they enter the same hex at the same speed and the same heading. flights reforming may not fire on the impulse that they reform.

At no time may a flight contain more than eight fighters.

Basic Types of Fighter:

There are several types of fighters available to the two warring races:

Fighter	**Points**	**DFR**	**Speed**	**Notes:**
Starhound Class Viper	2	3	18	Has Turbos
Asp Class Recon Viper	5	4	20	Has Turbos, one Sensor, six damage points and no weapons. Operates singularly.
Cylon Raider	2	2	16	

Turbos: If the flight/fighter does not use it is weapons in that turn, then it can increase it is speed to 30.
Optional: A fighter flight may use it is turbos and fire weapons in one turn, but it gets a +2 to the fighter flight table above if it does.

Colonial *Asps*: Colonial *Asps* are an important part of the Colonial arsenal, able to provide a wide range of functions, useful in any combat situation.
Asps have one scout channel, and function as Federation SWAC shuttles (J9.0) with the following modifications: The shuttle may not go wild, and the fighter must be within a range of 5 hexes to be able to give EW support to ships or fighter flights. An *Asp* is a fighter and does receive the basic 2 points of ECM (not ECCM), so ignore (J9.142).
The scout channel will be blinded if the *Asp* uses its turbos.

Cylon Large Fighters: The Cylons can use certain large fighters (if playing in the time of the 1000 yahren war) - these are listed in the section on ship types. The following rules apply to Cylon large fighters:
They are treated exactly as normal heavy fighters and can be crippled as normal. They do not operate in flights, and each counter is treated as a single ship. On an SSD which contains fighters (not shuttles), each fighter box may house one large fighter (and thus a flight can be substituted for three large fighters). It was very rare for them to be operated from anything other than a Baseship.

Scout Raiders function exactly like a Colonial *Asp* with regard to their EW abilities.

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MIXED FIGHTER FLIGHTS

Mixing fighter flights with a range of craft with differing abilities can complicate the game slightly as you have to keep track of damage within the flight, so before going ahead with this, think carefully!

Fighter Flight Organisation:

A fighter flight can contain no more than 8 fighters, however these eight craft can be of differing types if desired, and these differing types may have differing abilities.

Because Shuttles and large fighters do not operate in flights, they may not be mixed with that flight.

Flight Movement:

If all craft are to remain in a flight, then they must all be travelling at the same speed and at the same heading. This means that the movement characteristics of the flight will be reduced to the slowest and least agile craft in the flight. If one craft does not have turbos, then none of the flight may use turbos.

As soon as a craft uses a different movement pattern to the rest of the flight, then it has been considered to have left that flight.

Flight Combat:

Shooting Combat

A mixed flight is actually very easy to resolve when it is shooting at a target. Simply divide the flight into separate groups for the mixed fighters and make an attack roll for each group. Combine the separate totals for the total amount of damage inflicted.

When being shot at, all incoming fire is spread across the flight as a whole - individual fighters may not be singled unless it is via a dogfight, as such, when a mixed flight is shot at, simply skip below to the Recieving damage section.

Dog fighting

When a mixed flight is dog fighting, things get interesting.
Firstly, split the mixed flight into its separate groups. For the purposes of this section, the term 'Defender' refers to the mixed flight, 'Opposing' refers to the other flight.

Even amount of Defending and Opposing Fighters: Simply resolve the dogfight as if it were actually two (or more) dogfights, one per group of different types of fighters.

More Defending Fighters than Opposing Fighters: Allocate one defending fighter per opposing fighter. Any left over fighters should be stacked with their own type of fighter. The separate groups of differing fighter types then resolve their dogfights as normal.

More Opposing Fighters than Defending Fighters: Allocate one defending fighter per opposing fighter. Any left over fighters should be allocated as the Opposing player sees fit. Within a dogfight computers and visual aids will easily determine differing types of fighters and thus an Opposing player is not penalised as to where he places his fighters.

Once this is done, conduct the dogfight as normal, but within the separate groups of different fighter types.

All damage recieved in a dogfight will be taken by the appropriate group.

Receiving Damage:

When a flight receives damage you will have to determine which craft within the flight takes the actual damage.

To do this, determine the smaller group of mixed fighters. If all groups are equal sized, simply declare one as being the smaller. Next roll 1D6 on the following table to determine which group of fighters takes the damage. If the die roll is less than or equal to the number listed in the table, then a fighter from the smaller group has taken the damage. If the rolled value is greater, then a fighter from the larger group has received the damage.
If this damage destroys the fighter and there is surplus damage remaining, then another roll has to be made on the table, and this continues until all the damage has been allocated to various fighters.

For mixed flights that contain more than two types of fighter, additional rolls may have to be made. Split the flight into its separate groups as normal, and then roll for each group in order of their size. The last group will always take the damage if no other group receives it. No damage is ever 'lost' due to lucky rolls, it must all be accounted for.

Note that on this table, once a row has been selected for the amount of fighters present, then continue to use that row until all the damage from an attack has been resolved, even if some fighters have been destroyed.

	Fighters in Flight							
Fighters in Smaller Group	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**
1	A	3	2	2	1	1	1	1
2	-	A	4	3	2	2	1	1
3	-	-	A	4	3	3	2	2
4	-	-	-	A	4	4	3	2
5	-	-	-	-	A	5	4	3
6	-	-	-	-	-	A	5	4
7	-	-	-	-	-	-	A	5
8	-	-	-	-	-	-	-	A

A - craft will automatically take the damage.

For example, if a Viper flight contains 6 fighters - 4 Starhound Vipers and 2 Viper B Bombers and it gets hit for 6 points of damage, then you have to determine which craft will take the damage. On the above table, we note that the smaller group of fighters amounts to 2 - the Bombers. On the above table, reading across the 'Fighters in Flight' column until we get to 6, it states that for the bombers to be hit, we need to roll a 1 or 2 on 1d6. Regardless of what is rolled, a fighter or bomber will take the damage, and then when it is destroyed, another roll will be made to distribute the final damage. The extra damage will still use the 1 or 2 on the 1d6 to hit the remaining bombers.

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FIGHTERS IN CAMPAIGNS

Fighters that are marked off as destroyed in combat may not actually be destroyed. The craft may only be damaged and may eventually limp home, or the pilot may have ejected and may be stranded. Colonials usually make an effect to retrive missing pilots if they think they have a chance, and recovered fighters may be repaired. Cylons too, also attempt to pick up their missing comrades - anything else is a waste of resources. Thus after any battle that has resulted in the loss of fighters, roll 1D6 and consult the following table.

	Die Roll					
Fighters Lost	**1**	**2**	**3**	**4**	**5**	**6**
1	-	-	-	-	-	-
2	-	-	-	-	-	-
3	1	-	-	-	-	-
4	1	-	-	-	-	-
5	2	1	-	-	-	-
6	2	1	-	-	-	-
7	3	2	1	-	-	-
8	4	3	2	1	-	-

Modifiers:

Ace Flights	-1
Green Flights	+1
Battle loser	+2

Roll a d6 and cross reference that with the amount of fighters lost in the flight. Apply any modifiers, and if the result indicates a number in the above table, then that is the amount of fighters that managed to limp home after the battle.

So, for example, a green flight loses 5 fighters in the battle. Afterwards, a die roll is made, and a 1 is rolled. This is modified to 2 for being green, and looking at the table we find that this signifies that 1 fighter makes it back to base, probably battle damaged and low on fuel.

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SHIELDED AND CONTROLLED FIGHTERS

There are times when a fighter must be employed in combat but its pilot must not be allowed to see out the cockpit. These events are generally few in nature, but do include when tackling Cylon Blind Mines or when travelling through the Nova Madagen. Both of these require that the pilot not be able to see out the cockpit or else there would be a very high risk of the pilot being blinded and risking death. In this case, pilots can get their cockpits sealed from outside environmental effects. While this does protect the pilot, they have no way of being able to judge what is happening. Thus shielded craft can also be controlled by their mother ship who will tie their guidance computers into the fighters more limited piloting computers. In this way, they fighter will still be able to operate, just not as effectively as normal.

A shielded fighter flight or shuttle is immune to all effects of a Blind Mine and suffers less severe effects from the Nova Madagen. Other terrain or weapons may also be reduced by a shielded fighter or shuttle.

Shielded Cockpits:

Shielding a fighter or shuttle must be done before launch as it takes about half a centar to effectively enclose the fighter or shuttle. The effects of the shielding will last for the length of a scenario, again, taking about half an centar to remove.

While shielded, a fighter or shuttle ship is considered Uncontrolled (G2.2) but may fire weapons (with a +1 modifier to all rolls). In addition, the fighter or shuttle has a -1 to it is DFR.

Controlled Fighters and Shuttles:

A shielded flight or shuttle may be controlled by it is parent ship which will help the craft to more fully utilise its abilities. Only the mother ship of the fighter or shuttle may control that fighter or shuttle, control may not be transfered to other ships.

A controlled flight may almost function as normal until the controlling ship is destroyed. The fighter still suffers its loss in DFR, but is no longer treated as (G2.2) Uncontrolled, but (G2.234) and (G2.24) are still in effect.

Each controlled fighter flight or shuttle is treated as a drone for the mothership control purposes, thus limiting the amount of missiles it can fire while controlling fighters and shuttles.

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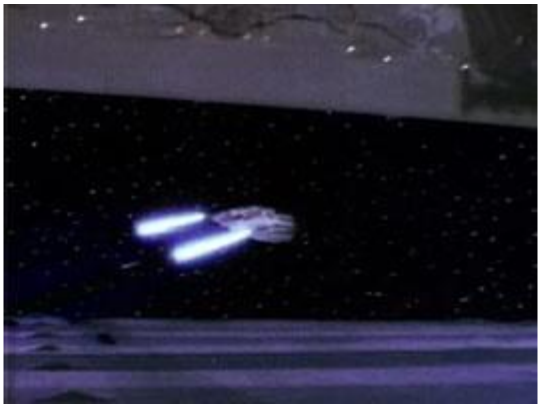
CYLON DEATH SQUADS

If the cause is considered worth it, a Cylon Raider can be nominated as being a Death Squad. The name has two meanings - firstly, it means certain destruction of the Raider and the Cylons piloting it, and secondly it (hopefully) means death for the target.

There are no differences to a Death Squad and a normal Raider, and indeed, the only time a Death Squad will be noticed is when they make their attack run.

Death Squads generally operate singly, but can operate in groups larger than that. They function as normal during a battle, but when the time comes, they dive bomb their target, strafing it as they go, and then colliding with it for greater damage. Targets for a Death Squad will only include capital ships with fighter bays. Because a fighter bay is where precious fuel and supplies are stored for fighters, this is where the biggest explosions can occur, and because most ships rely on their fighters for offence and defence, this can be a crippling blow in more ways than one. In addition, landing bay entrances are not protected by the heavy armour that covers all other areas of a ship. Other targets (such as engines and fuel supplies) are simply too well protected for a Death Squad to make any noticable impact.

Death Squads are not that common - Cylons adhore waste - but when used they can be devastating in their effect.



Availability:

Death Squads will be listed in any given scenario, along with the amount, and this is generally the only time they can be used. A Death Squad is generally a single fighter although it may be more. These Squads are added to another flight for protection, and thus each Death Squad must be assigned to a fighter flight (replacing a fighter per Death Squad, so the flight will still only contain 8 fighters). Whilst it is possible for there to be as many as 8 Death Squads to a flight, the average is actually only one.

Death Squads In Action:
A flight with Death Squads can act normally until it is time for the Death Squad to do it is stuff. When that moment comes, the flight with the Death Squad must be in the hex of the target (which must be a capital ship with fighter bays), and at the beginning of the fighters next movement impulse it will break away from the flight (so the flight can be moved to wherever). Any amount of Death Squads may break away from the flight and at this point reduce the flights damage by three points per Death Squad to account for the missing fighters.

The Death Squad itself must state which shuttle bay the fighter is diving into if there is a choice of more than one and all damage will be applied to that bay.

Then roll 1D per Death Squad to see how much damage the kamikazee attack scores:

Die Roll	**Damage Effect**
1	Craft is shot down before impact. It is destroyed with no damage to the target
2	Death Squad impacts and inflicts minor damage (4 points)
3	Death Squad impacts and inflicts minor damage (4 points)
4	Death Squad impacts and inflicts average damage (8 points)
5	Death Squad impacts and inflicts average damage (8 points)
6	Death Squad impacts and inflicts major damage (12 points)

Use the following DAC instead of the normal one for this damage:

Die Roll	**Damage Effect**
1	Weapon (must be in arc)
2	Hull
3	Shuttle
4	Fighter

5	Hull
6	Cargo

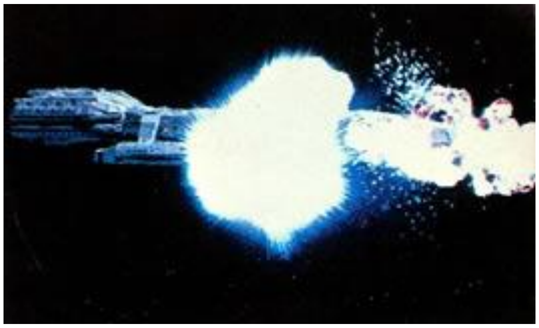
All damage must be done to the shuttle bays (which for Battlestars and Gunstars are the two protruding side bits on the SSD's).

If an item is not present, reroll. If all weapons and shuttle, fighters and cargo are destroyed, then all damage is hull based.

Shuttle and fighter bays can chain react.

When a flight containing a Death Squad is hit, there is a chance of a Death Squad fighter being hit and destroyed. Thus whenever the flight takes damage, roll 1D on the following table to determine where this damage goes. If a Death Squad is indicated, then it takes the full damage. If this destroys the fighter with damage to spare then this damage is then allocated to other fighters. If there are multiple Death Squad fighters in the flight, then roll again to see if another Death Squad fighter was hit. Continue this until there is no more damage or Death Squad fighters left. If a Death Squad is not indicated, then an ordinary fighter takes damage, and when it is destroyed, roll again. When rolling, use the same row for all damage, regardless of how much damage is scored in one attack.

	Fighters in Flight							
Death Squads Present	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**
1	A	3	2	2	1	1	1	1
2	-	A	4	3	2	2	1	1
3	-	-	A	4	3	3	2	2
4	-	-	-	A	4	4	3	2
5	-	-	-	-	A	5	4	3
6	-	-	-	-	-	A	5	4
7	-	-	-	-	-	-	A	5
8	-	-	-	-	-	-	-	A



A - The Death Squad fighter is automatically hit.
The number listed is what must be rolled or lower on 1D.

For example, a full flight of eight Cylon Raiders is being attacked by Vipers. The flight contains 2 Death Squad fighters. The Vipers attack and score 10 points of damage. Because the flight contains Death Squads, a roll must be made to see where the damage is. The flight contains 8 fighters and 2 Death Squads, so a roll of 1 would indicate a Death Squad hit. The roll is actually a 3, so three points of damage is applied to a Raider, which is enough to destroy it. With the Raider destroyed, another Death Squad roll must be made. This time, a 1 is rolled, which indicated a Death Squad. This will destroy the craft. Another roll is made (4) which indicates another Raider destroyed, and finally the final point of damage has a roll of 1, which indicated the final Death Squad fighter is damaged.

Optional - D8: If you have access to a 1D8 then that should be used instead of the above table. The number of Death Squads in the flight or less should be rolled to indicate a hit.

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CYLON GHOST FIGHTERS

Ghost fighters are empty Cylon Raiders that have been stripped of their weapons and loaded with explosive warheads. These are then used to ram opposing ships, the explosive warheads making spectacular impacts. Ghost ships are all remotely controlled. Destroyer Shell Fighters (as the Cylons call them) have three purposes. Firstly, being remotely controlled, they save up Centurions for other missions. Secondly, they can cause a lot of damage if they hit, and finally they have been known to 'spook' Colonial crews, who gave them the name of Ghost Fighter.

Flight Organisation:

A ghost flight consists of 1 craft which is manned and remotely operates the other 7 warhead filled craft. For the most part the flight acts as normal, but with one exception - only the manned craft may fire any weapons, and if it is destroyed, then the other surviving ghost craft become inert and are considered destroyed.

An individual Ghost ship costs only 1 point per fighter, and no more than a quarter of a ships Raiders be replaced with Ghost fighters, on a 1-1 basis.

Ghost Fighters in Action:

A Ghost Fighter exists to ram target ships. That is their sole purpose.

Ramming a Capital Ship

To ram a capital ship, a Ghost Flight must be in the same hex as the target ship. On the Ghost Flights next movement impulse, they can declare a ram. As many or as few of the Ghost ships may ram. Use the following table to determine the effects of each Ghost Fighter impact:

Die Roll	Damage Effect
1	Craft is shot down before impact. It is destroyed with no damage to the target
2	Ghost Fighter impacts and inflicts minor damage (4 points)
3	Ghost Fighter impacts and inflicts minor damage (6 points)
4	Ghost Fighter impacts and inflicts average damage (8 points)
5	Ghost Fighter impacts and inflicts average damage (10 points)
6	Ghost Fighter impacts and inflicts major damage (12 points)

This damage is applied to a ship via the normal DAC. A Ghost Fighter may also target a target ships landing bays, in which case use the following Death Squad DAC:

Die Roll	Damage Effect
1	Weapon (must be in arc)
2	Hull
3	Shuttle
4	Fighter
5	Hull
6	Cargo

Ramming Fighters and Shuttles

If trying to ram fighters or shuttles, then the flight must engage and win a dogfight with the opposing fighters or shuttles. If the Ghost Fighters do win, then an amount of enemy fighters or shuttles are destroyed equalling the amount won by. For example, if a Cylon Ghost squadron wins a Dogfight by three points, then three Vipers are destroyed (and so are three Cylon Ghost ships). On no account will the manned Raider ever ram or be included in the standard dogfight. A Ghost Fighter flight can never win a dogfight by more than it actual has Ghost Fighters (so in the above example, if the Flight won by three points but only had two Ghost Fighters left, then the win is reduced to 2 points).

The Controlling Raider:

All Ghost Fighters must be controlled, and each flight has it is own controller. Controllers may not take over control of other Ghost Fighters that are not their own.

The manned controlling Raider does not have to stay with the ghost ships in their own flight though, it may be up to ten hexes away and still control the Ghost Flight. However a single fighter on it is own is a dead give away that it is controlling other ships.

As such, a controlling Raider may 'hide' within other Raider flights. If this is the case, then treat the controlling Raider as a Cylon Death Squad, and use the table found there for shooting at Death Squads.

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SMALL FIGHTER SKIRMISHES

SFB was never meant to be a fighter game, and thus does not handle fighters quite like other games, still small engagements with a handful of fighters on each side can be fun if handled right. In fact, for other ideas on how to deal with fighter to fighter combat, please see the Other Gaming Systems section.

However for real **SFB** fans, here are a few ideas on how to conduct fighter to fighter combat.

Small Scale:

The easiest way of doing fighter combats is to use all the normal rules from this **BSG** set, but have each fighter with it is own counter.

Because of this, each fighter acts independently of each other, and thus a note of when each fighter has fired will need to be kept.

Fighters do not use energy points at all, and each fighter will only have 3 damage points, so in the true spirit of the series, fighters will not last long and the game shouldn't be complicated at all. Obviously in combat each fighter will only roll on the one fighter column in the Fighter Flight table.

And that is all that needs to be done. you will be suprised at how quickly a game can last, and it can be very enjoyable.
Doing this route means that you can have fighters versus fighters and shuttles, and even add larger ships like tankers and freighters without having to change any rules at all.

Optional: If you want a slightly more complicated game, then fighters can be considered crippled when they are reduced to 1 hit. When this happens, the maximum speed of a fighter is reduced 1/3 (round down), DFR is reduced to zero, turbos will not function, and the fighter has a +2 modifier to the Fighter Flight table representing the fact that the turbo lasers have been damaged.

To make the game more tactical, preplotted movement can make the game *very* amusing... especially if you've already played the **West End** game **Star Warriors**!

Large Scale:

Alternately, if you just want a fighter game, then the scale can be upped slightly, and every fighter can then have it is own SSD.

Fighters will then function exactly like a larger ship, and will use energy allocation, movement rules and combat just like normal.

Energy Allocation

Each ship has one energy point per engine box on the SSD, just like a normal ship.
Fighters: Life support costs 0.5 energy points per turn, and the movement cost of fighters is also 0.5 energy points per point of movement.
Shuttles: Life support costs 1 energy point per turn, and the movement cost of shuttles is also 1 energy point per point of movement.
HTS shuttles have a movement cost of 1.5 energy points per point of movement.

Fighters and shuttles do not need to pay for fire control.

Special Sensors and ECM: All fighters may employ ECM and ECCM at normal energy costs and subject to normal restrictions.
Asps have a normal sensor which can be used for normal scout functions EW purposes. This costs normal energy point costs.

Movement

Fighters are considered nimble, shuttles are not. Other than that, all normal movement rules can be followed, and fighters and shuttles may HET, perform erratic manoeuvres and so on, although dog fighting should be ignored.
Note that shuttles and fighters do have turn modes that need to be satisfied.

Fighters and shuttles may not exceed the speed listed on the Annex #4 Master Fighter and Shuttle Chart, even though they have more energy points available to them than they can possibly use in one turn.

Turbos: Turbos simply double the speed of a fighter when employed, although the maximum speed this can give is 31 or 25 if the emplyed on a *Scarab* fighter. They must be declared active in the energy allocation phase, and when active, the fighter is not allowed to fire it is turbo lasers.
Optional: A fighter using turbos may fire it is weapons in the same turn, but the craft receives a +2 to hit if it does.

Combat

Combat is also handled as normally, although the following DAC should be used, and turbo lasers are described below. When using this system, fighters do not get any EW bonuses for free, and have to pay for all their EW needs, such as ECM and ECCM.

Fighter DAC

When using this large scale, the following DAC should be used instead of the more common one. This is effectively treated as a normal DAC, but only one die roll is used, and the choice of hits is more limited. It shares a lot with the PF DAC.

Die Roll	**A**	**B**	**C**	**D**	**E**	**F**
1	Hull	C. Warp	L. Warp	**Weapon**	Any	Ex. Dam
2	Hull	L. Warp	**Weapon**	**Control**	Any	Ex. Dam
3	Hull	Cargo	**Crew**	**LG**	Any	Ex. Dam
4	Hull	Cargo	C. Warp	**Weapon**	Any	Ex. Dam
5	Hull	R. Warp	**Weapon**	**Crew**	Any	Ex. Dam
6	Hull	**Weapon**	C. Warp	R. Warp	Any	Ex. Dam

Any - any box on the SSD with the exception of Excess damage.
Control - Sensor or scanner hit.
Crew - Any single crew hit.
LG - Landing gear or turbo hit.
Weapon - Any weapon on the craft in any arc, but facing first.

Multi-crew craft: Some craft (Cylon Raider, shuttles) have more than one crew member. With this, they can suffer more than one crew hit before the craft is considered uncontrolled and out of play. With craft with a crew of two, the vessel can take one crew hit without ill effects. With craft with a crew of three, the vessel can take lose one crew member with no ill effects, but if it loses two, then the pilot must decide whether to fire the weapons at no penalty, or manoeuvre as well, in which case all weapons fire have a +2 to hit.

Turbo Lasers

[or phaser 3's]. Turbo lasers are effectively treated as a direct fire weapon - much like a disrupter - in that they must make a to-hit roll and cause a set amount of damage at various ranges.
Turbo lasers cost 0.5 energy points to fire, may not be held, may not be overloaded, and may fire every turn, although not within 8 impulses of each other. While it is normal to fire both turbo laser together, it is not required, although with the limitaions of fire control computers, if both lasers are being fired in the same impulse, they must be fired at the same target.

Range:	**0-2**	**3-4**	**5-8**
To-hit:	1-5	1-4	1-3
Damage:	10	9	8

Early Turbo Lasers

Found on Early Cylon Raiders and *Scarab* fighters only. These function exactly as normal turbo lasers, with the same energy costs, but have a differant damage and to-hit table.

Range:	**0-2**	**3-4**	**5-8**
To-hit:	1-5	1-4	1-3
Damage:	9	8	7

Heavy Turbo Lasers

[or phaser 2's]. These act like normal turbo lasers, except that they cost 1 energy point to fire, and use the following table for to-hit chances and damage.

Range:	**0-2**	**3-4**	**5-8**
To-hit:	1-5	1-4	1-3
Damage:	20	18	16

Missiles

Missiles are treates as normal missiles fired from a normal missile rack. Their warhead inflicts 20 points of damage on a target.

Rockets

Rockets are treated as normal rockets from the yachts page, but they have a warhead which will destroy any fighter or shuttle that they hit.

Mines

Mines are again treated as normal mines, and the warhead is enough for instant destruction for the fighter or shuttle.

SSD'S

Gif files

- Flight of Colonial Vipers (51k)
- Flight of Cylon Raiders (57k)
- Other small craft statistics

Optional Random Damage:

Because the large scale damage system attempts to make fighter combats more interesting, it can be nice to make the damage inflicted by weapons not static as normal, but random. In this case, use the following conversion chart whenever a craft takes damage, and roll the amount of damage instead of simplying applying it.

Normal Damage	Random Damage
Rocket	20d6
Mine	15d6
Missile	9d6
20 point Turbolaser	6d6
18 point Turbolaser	5d6+2
16 point Turbolaser	5d6
10 point Turbolaser	3d6
9 point Turbolaser	2d6+2
8 point Turbolaser	2d6+1
7 point Turbolaser	2d6

Mixing scales:

For ease of play, mixing scales is not recommended as it can involve a fair bit of hassle. However if you really must, the following can be used as a guideline.

Fighters may use the large scale SSD, but should use it for damage effects only. Movement and combat (unless modified below) should be handled exactly as a normal fighter in these rules, and not in the large scale rules.

When a capital ship is attacking a fighter which uses the large scale SSD's, multiple all damage that the fighter recieves by 7 points. Thus a ship which inflicts 3 points of damage with a phaser 3, would actually inflict 21 points of damage which should then be rolled on the Fighter DAC.

When a fighter attacks a capital ship, it should still make a roll on the Fighter Flight table, inflicting normal scale damage. If a fighter has already lost a turbo laser, it gets a +2 to the roll.

Be warned, this can seriously slow a game down!

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NEW WEAPONS

Colonial missile launchers:

The *Pegasus* (and possibly some other Battlestars) had large missile launchers built into their hull. While here they are treated like **SFB** drones, it should be noted that they are more like the large ICBM's from 20th Century Earth.

The Drones themselves are Speed 30, Warhead 30, Endurance 1 and have 8 hits. They also generate 4 points of ECM against all fire directed against them (although weapons that cannot target fighters cannot target drones). The drones also have ATG, but cannot target fighters or shuttles. When a drone is about to strike the target, roll 1D6. On a 1-4, the drone hits as normal. On a 5-6 however, the drone misses and overshoots the target. It must now manoeuvre to come back if it wants to still hit the target.

The drone racks are like the Type C drone rack, and can fire twice per turn (although not within eight impulses of the last firing). The rack holds 6 drones (not spaces of drones) and cannot carry other types of drones. Reloads are carried in storage, with each drone taking the equivalent of 5 spaces.
Colonial Missile launchers require firing arcs, unlike normal drone racks, so not only does the target have to be in the missiles FA arc, but the target also has to be in the arc of the missile launcher.

Cylon missiles:

Cylon missiles (or drones, the term for Cylons is interchangeable) are not as effective as their Colonial counterparts, and it could be this reason that they are not used often. Still the Planetary Bombardment Baseship uses large numbers of them, and they are not to be taken lightly.

Cylon Missiles are effectively the same as Type IV-S drones, and the launchers are effectively the same as Type B launchers, although each box on the launcher represents one missile, not one space of missile.
All other rules are as per Colonial Missiles though, so the Cylon drones will not hit automatically, but on a 1-4 on 1D6.
Cylon missiles may only target ships or stations, never fighters or shuttles, and must be controlled as launcher guided drones (FD5.3).
Like normal drone racks, Cylon missile launchers do not require fire arcs.

Cylon Mines:

Cylon Mine types can be found here.

Mini-missile launcher:

These are just a much smaller version of the large Colonial and Cylon missiles. They can be used in the anti-ship and anti-fighter role. They are very much like the cobra missiles from the optional Viper Variants, but are slightly weaker.
Like normal Colonial missile launchers, mini-missile launchers have firing arcs.< /p>

These missiles function just like their large brethren (page 4 of the Basic Rules), with a Speed of 25, Warhead of 6, Endurance 1 and are destroyed by any hit. They also hit on a 1-4 on 1d6. These missiles can target fighters, but if they hit they will only inflict three points of damage to a fighter flight (enough to destroy one fighter only). Against shuttles or larger fighters, the missile will inflict the normal full damage.

If more than one missile was fired and one missile hits and destroys the target, the other missile is wasted.

The missile launcher holds 6 missiles, and can fire two of them per turn, although not within 16 impulses of each other.

Mini-missile launchers cannot fire rockets or Cobra missiles.

Rocket launcher:

Rockets are similar to missiles, although slower and without the guidance system. Instead the warhead is increased dramatically to provide a very powerful punch.

Rockets have a speed of 10, endurance of 3 and a warhead of 15. However, as they have no guidance system they can only target capital ships (not fighters or shuttles), and must be fired via (F4.0) Ballistic targeting, although upon entering the hex, the rocket will detonate, doing full damage to the target ship, if there is one, in the hex.

The rocket launcher holds 6 rockets, and can fire one of these per turn.
It may not launch Cobra missiles and rockets.

Small mine racks:

These are treated as normal mine racks, but can only carry four small NSMs.

Cobra missiles:

These are the chief anti-ship weapon of the Cobra Bomber, and they are generally carried under the wings and fuselage of the craft. Each missile is a single shot missile, not launcher, and the Viper may fire two of these per turn, but both must be fired at the same target.
Each cobra missile carried increases the fighters cost by 1 point.

Cobra missiles function just like their large brethren (page 4 of the Basic Rules), with a Speed of 25, Warhead of 10, Endurance 1 and are destroyed by any hit. These drones can target fighters, but if they hit they will only inflict three points of damage to a fighter flight (enough to destroy one fighter only), and are at a +DFR of the target modifier to hit, with a natural 1 indicating a hit, no matter what the modifiers. For example, a Cobra firing a missile at a Cylon Raider is at a +2 to hit the Raider, and thus will only hit on a 1 or 2 on 1D6.
Against shuttles or larger fighters, the missile will inflict the normal full damage.

If more than one missile was fired and one missile hits and destroys the target, the other missile is wasted.

Boa smart bomb:

The Boa was an early attempt to create a fighter launched missile that can be used to attack relatively slow moving vessels or bases. It is similar to the Cobra missile, having a more powerful warhead at the expense of a faster propulsion system.
Each boa smart bomb carried increases the fighters cost by 1.5 points.

A figter equipped with these may fire 2 bombs in one turn. If both are fired at the same target, then they may both be fired in the same impulse, else they may not be fired within 8 impulses of each other.

Like the Cobra, each missile is a single shot weapon, and also like the Cobra, if fired against fighters, it suffers a +DFR modifier to the to-hit chance, and may only destroy one fighter per missile.

It may be carried by any craft that may carry the Cobra missile, and vice versa.

WEAPON SUMMARY

Missile Type	Speed	Endurance	To-hit	Warhead	Damage	Space
Colonial Large Missile	30	1	1-4	30	8	5
Cylon Missile	8	3	1-4	24	6	5
Mini-Missile	25	1	1-5	6	0	0.5
Rocket	10	3	*	15	0	0.5
Cobra Missile	25	1	1-4	10	0	0.5
Boa Smart Bomb	10	1	1-5	15	6	0.5

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ADVANCED BOARDING ACTIONS

Boarding Actions:

Boarding actions are not that common an occurrence in the battles that predominate space in the **Battlestar Galactica** universe.

This is mainly due to the fact that both sides are too busy trying to destroy each other that they do not generally think of capturing the ships. Anyway, the Cylon baseships carry far too many Centurions for that to be a reasonable course of action, and neither side wants to use the other sides vessels. Not to mention the fact that the ships carry extreme numbers of turbolaser batteries that would literally destroy the incoming troop shuttles with relative ease. Sometimes the Colonials will launch hit and run raids on baseships with the intent of destroying key personal or equipment so that the next attack will have an advantage, but for the most part any boarding actions are the exception rather than the rule.

However, pirates and renegades are not adverse to going up against the smaller Colonial ships, and (especially during the trek of the Galactica after the ambush at the Moon of Cimtar) Cylon tankers are always considered a prime target.

For the most part, Boarding Actions can be conducted as per (D7.0), however it should be remembered that transporters do not exist in this universe, and thus all boarding party transfers will be conducted via shuttle. It is also worth being reminded that Colonial and Cylon fighter pilots can also be landed and converted into boarding parties.

(D7.8) Hit and Run Raids can be used, but with a slight modification.
The first is that Cylons may never conduct hit and run raids - they lack the stealth abilities to make it a worth while option. And Cylons that land in a Colonial vessel had better be prepared for a slugfest as everyone will be ready for them.

On a Cylon ship however, it is fairly easy to move around and hide in the small groups that raiding parties use. The problem is finding the target that is targeted for destruction. Generally the only people who find themselves on Baseships are those scheduled to interrogation and the execution. Thus to account for this, roll on the following table every 8 impulses that the raiding party is on the Baseship.

Die Roll	**Result**
1,2	Location Found
3,4	Location not found, roll again in 8 impulses or retreat
5	Location not found, Boarding party is forced to retreat
6	Boarding party is destroyed

Add 1 to the roll if the Colonials managed to enter the ship in one of their own craft.

If the location is not found, but the party is still alive, then if they prefer, they have the option to retreat back to their shuttle craft. If they do, then they may launch on the following impulse.

If the location is found, then on that impulse make a standard Hit and Run die roll to resolve the raid (D7.81). The results of this roll also determine if the raiders get back to their transport vessel (ie, if they survive, they do), and if so, then they launch their vessel on the following impulse.

If desired and more detail is required, then (D16.0) Advanced Marine Boarding Party Combat rules may be used, and ship diagrams for Colonial and Cylon ships may be found with the ship descriptions in the history section.
The following notes will also be useful:

Boarding parties may arrive by shuttle only.
Turbolifts do not exist in this universe, so movement is by the slow passageway route only.
(D16.46) is ignored. Engines are accessible and may be attacked and vandalised as normal.

Ground Combat:

Unlike boarding actions, ground combat is a relatively common occurrence. Bases are always being constructed and destroyed, and the Cylons are quite adept at building strong fortresses with sizeable garrisons and fighter bays. The Colonials are getting quite adept at destroying them.

Like boarding party combat, ground combat is relatively unchanged, so (D15.0) can be used with almost no change.

However:

Shuttles may never be used in any role other than transport. They may not function in the fire support role nor the escort role as they have no weapons.
As a reminder, shuttles may carry 1 crew unit, or 2 boarding parties and 1 GCV. Other variants on shuttles do not exist. It is possible that a few may have been built for specialised roles, but no other shuttle type was ever carried on a ship as standard, or even for more than the mission for which it was intended.

Fighters, however, may provide fire support and be used in the escort role. Fighters provide 1 offensive point per fighter present, and 1 casualty will destroy one fighter.

Units available to the two sides include:

Colonials	**Cylons**
Boarding parties	Boarding parties
Commandos	Heavy weapons squads
Heavy weapon squads	Combat engineers
Combat engineers	GCV
GCV	
Tanks*	
GAV*	
CPV*	
CEV*	

* These units are only available during the 1000 Yahren war, and not if playing in the time of the Galactica Exodus.

The most common unit is the Boarding Party, and the Colonial standard vehicle is the GCV LandRam Class, able to carry troops and defend them with the turbo laser turret.

Generally there will be a number of LandRam class GCV's on every Colonial ship equalling half the amount of shuttles. Troop transports may have more.

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Some days, things go so bad that a captain realises that they should never have got out of bed. Some days, things get so desperate that the only course of action left for a ships captain is to ram the remains of their ship right down the throats of the enemy.

This is a last resort though, for it usually means the destruction of the ramming ship as well as their targets, along with all remaining crew aboard those ships.

But it does happen from time to time, and the cry of "Ramming Speed!" has been heard over the comm lines more than once.

Note: For purposes of these ramming rules, a capital ship is any ship that is not a fighter or shuttle.

Before a ram can be commenced, a Ram Roll must be made. This may only be made once per ram attempt. If it fails, then that pilot/craft will not ram the intended target at all, ever again for the duration of that battle.

Ramming Race	**Score to ram**
Cylons:	1-2
Colonials:	1-2

-1 if the Captain is a Legendary Captain

There are no other modifiers to the roll. While it might be argued that crew quality could play a part, I would argue that Poor crews are no less brave than Outstanding crews.

For a craft to ram another, the rammer and target must be in the same hex. All ramming happens at the time of the two units entering the hex, much like seeking weapons. A ship can only attempt to ram another once per impulse.

Note that in the following, the term fighter also includes all shuttles and small craft.

It can not be stressed enough, but Ramming is a last ditch resort only! The only controlling factor these rules give is the roll above, but there should be some good reason for a craft to ram another. Colonial Warriors do not sell their lives in that fashion save through desperation, and to Cylons, needless ramming is wasteful. Use with caution!

Fighters Ramming Fighters:

A fighter has to succeed in a DFR for a ram to succeed. If it does, both the ramming fighter and the target fighter are destroyed. If it fails, then the target ship may open fire on the rammer as normal.

Because it would be very rare for a whole flight to ram another whole flight, all fighters ramming should be done individually, not by flights.

Fighters ramming Captial Ships:

A fighter is very manoeuvrable and even when crippled can fly around a large craft. As such, a capital ship has no chance of avoiding a collision if the fighter wills it.

Damage scored is allocated by rolling a 1d6 on the following table:

Die Roll	**Damage to Target**
1	2x current hits of the fighter
2	1.5x current hits of the fighter
3	1.5x current hits of the fighter
4	1x current hits of the fighter
5	1x current hits of the fighter
6	No damage scored, craft shot down before it hits

Modifiers:
+1 If Poor Crew
-1 If Outstanding crew or Legendary Ace
-1 If craft is currently using Turbos to ram

All damage is applied using the standard DAC.

For example, a standard undamaged Viper is ramming a Cylon Tanker. It hits and rolls a 2 on the above table. The damage scored is 5 points (3x1.5 = 4.5 or 5, rounded up).

A craft filled with Solenite explosives (as well as it is normal complement of weapons) would have an additional damage bonus of 1x current hits of the fighter.

Capital Ships ramming Fighters:

Sometimes it is possible for a ship to ram a fighter, but this is very rare. For this to happen, the capital ship must be travelling faster than the fighter is capable of travelling. Secondly, if this is the case, the ship must roll 1d6 and score higher than the DFR of the fighter that is attempting to ram.

If this occurs, then the fighter is instantly destroyed and the ship itself takes 1x current hits of the fighter.

Capital Ships ramming Capital Ships:

If a ship attempts to ram another ship, then they must manoeuvre their vessel into a ramming position. Obviously, the other ship is trying to avoid this, so it is not always as easy as it could be.

The ramming ship must roll 1d6 and to succeed in their ram, they must roll the size class or greater of the opposing vessel.

Modifiers to this role include the following:

Target ship:	
Is nimble	-1
Turn Mode E-F	+1
Turn Mode C-D	+0
Turn Mode B	-1
Turn Mode A	-2
Faster than Ramming ship	-1

Ramming Ship:	
Is nimble	+1
Turn Mode E-F	-1
Turn Mode C-D	+0
Turn Mode B	+1
Turn Mode A	-2
Poor Crew	-1
Outstanding Crew	+1
Faster than target ship	+1

Is the to-hit roll is successful, then both ships take damage equalling

(Explosive ratings of both ships) x (Speeds of ships / 10)

Work out the speeds of the ships as follows:

Rammer attacking Target hexside	**Speeds**
1,2,6	Add both ships speeds together
3,4,5	Subtract target speed from ramming speed

Note that the speeds of the ships /10 will always have a minumum value of 1.

This ramming damage will not effect any other ships in the same hex, unless one of the ships should explode. In this case, the other ship will take standard explosion damage in addition to the ramming damage.

For example, a Battlestar (speed 20) ramming a Baseship (at speed 6) in a head on collision (target hexside of 1) would inflict 210 points of damage on both ships. ([30 + 40] x ([20+6]/10 = 3 [rounded]) = 210).
If the Baseship rammed the Battlestar in it is rear (hexside 4), then the damage would be 70 points. ([30 + 40] x ([6-20]/10 = 1 [minimum value]) = 70)

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YACHTS

Terms: A Yacht is a generic term for any civilian craft that is larger than a shuttle, but smaller than a full blown ship. This includes long range interplanetary shuttles, pleasure craft, large transfer shuttles and the ilk. These craft were in plentiful supply around the colonies, in service with various transport and liner companies, and many were also used by private individuals for many purposes.

As such, a large number found their way into the hands of people whose uses for them were anything but legal, including smugglers, privateers and others of disreputable standing.

There are almost as many different types of yacht as there are yachts in service, and many owners upgraded their craft for better performance. This included weapons in many cases, although the Colonial Navy does not take a great attitude to owners arming their vessels without a very good reason.

Game Notes:

- Yachts function in much the same way as PF's do (module K), although with the obvious point that none of these were actually purpose built for combat, and thus they do not have the same performance statistics that PF's would. All normal PF rules should apply unless changed below.
- (K1.1) Energy Allocation: A yacht pays 1/3 points for life support. remember that Active Fire Control is free.
- (K1.2) Movement: A yacht has a turn mode of A, and a 1/3 movement cost.
  Tow bars (K1.25) do not exist.
- (K1.4) Shields, as usual, do not exist.
- (K1.5) Combat is basically as normal, but weapons do not have a reduced range (unless specifically noted). Yachts may control a number of seeking weapons equalling half their sensor rating.
- (K1.6) Warp booster packs do not exist.
- (K1.7) Electronic Warfare. A yacht gets no free EW and must supply it is own. Ignore (K1.8) and (K1.9).
- (K2.0) PF tenders do not exist as such. There are no dedicated vessels that hold yachts, but some large vessels can accommodate them and some ships do carry them on a regular basis.
- Yachts are effectively handled as shuttles for launching and landing, and all yachts inside a ship take up one shuttle box, if the ship is capable of handling yachts. A yacht in a shuttle box may not be doubled up and can be repaired according to (K2.61) and (K2.62) only.
  Fighter boxes may not be used to hold yachts.
- Ships capable of handling yachts are listed in the ship descriptions and include (but not necessarily limited to):
  Early Heavy Carriers, Battlestars, Gunstars, Destroyers, Early Baseships, Baseships and *Tiger* Class Destroyers and the Battlestar *Excaliber* and pod.

  Other ships will have specific boxes on their SSD if they can handle yachts, and these boxes can also be used as regular shuttle boxes if desired and no yacht is present.

- While a yacht is docked within a ship, (K2.4) is in effect.
- (K5.0) is used when yachts are damaged, although the description for each yacht will state what system is damaged by WPN A, B and C hits.
  A yacht has no impulse, and these should be replaced with:

  2,D: Shuttle
  3,D: Cargo

- (K6.0) and (K7.0) are not used.

- While yachts are never treated as PF leaders or scouts, they do have some equipment that would not be found in normal PF's, representing their civilian function, and thus they will have cargo and shuttles as standard. They are damaged via the slightly changed DAC results (as shown above), and never via the PF leader rules.
- In boarding actions, remember that Yachts, like PF's, only have one boarding area.

SSD's

	GIF file
Civilian Yacht, Type 1	12k
Civilian Yacht, Type 2	16k
Civilian Yacht, Type 3	12k

The SSD's were designed and drawn by me.

The SSD's show three basic craft that are in widespread use. These should be pretty self explanatory, but you will notice that there are several weapon boxes and an option box on some of these. For vessels that are not armed and have no option mounted, then in combat these boxes should be ignored and scrubbed off the SSD. They are not free hits. Instead they represent the crafts ability to be modified and where weapons can be added, and with what arcs.

With all these modifications, the BPV of the yacht will be changed. Simply add the following to the yachts final BPV, and then round any fractions up.

Note: The initial BPV of a yacht *NEVER* includes any weapons, options or boarding parties!

Weapon options

The following weapons can be mounted in the weapon boxes:

Item	**BPV**
Phaser 3 (arc as listed)	+1
Phaser 2 (arc as listed)	+2
Mini-missile launcher	+3
Rocket launcher	+2

Civilian ships are limited to phaser 3's only, and obviously the owner will have a wide range of permits and licenses issued from the Colonial Navy that authorises them to carry these weapons.

Option Mounts:

Item	**BPV**
APR	+1
Shuttle	+0.5 (includes one

	shuttle)
Small mine Rack	+1 + mine cost
(able to hold 4 small mines only)	
Cargo	+0.5
Hull	+0.5
Barracks	+0.5 + boarding party cost

Civilian craft are limited to shuttles, APR, cargo and Hull (which represents extra rooms, swimming pools and various luxuries).

Crew

All yachts have a basic crew of 1 unit. Passengers and security can be added, but these are treated as boarding parties for the purposes of this. A yacht never comes with any initial boarding parties, and the SSD shows the maximum amount that can be added - a yacht without barracks may hold 6 parties, while a yacht with barracks may hold 16. Each party is added at 0.5 BPV.

Shuttles

All yachts come with one normal unarmed shuttle per shuttle box that they possess. These shuttles may be substituted for single fighters or armed shuttles at normal costs. A yacht may not carry large fighters (Cylon Heavy Raiders) or other yachts, but may carry Heavy Transport shuttles. Note that Yacht shuttle boxes may not be doubled up - a yacht is just to small to have the space to do this.

New Weapons:

Mini-missile launchers can be found here.
Rocket launchers can be found here.
Small mine racks can be found here.

PATROLBOATS

Civilian and Pirates are not the only people who use yachts. The Colonial Navy also uses them, but in a very limited role - usually that of escort duty in 'safe' areas. These ships are termed Patrolboats (or Gunboats in a very specific case) and unlike yachts, are purpose built for their role. As a result, they have some special case rules that apply to them, but do not apply to normal yachts.

- For the most part, Patrolboats follow all the normal rules for Yachts.
- The BPV includes all crew units, deck crews and boarding parties, but never fighters.
- Some Patrolboats carry fighters. Unlike PF's, these ships are not Fi-Cons (K1.8), and only follow some of those rules. Fighters are carried within the Patrolboat itself, and thus require at least one deck crew. If a Patrolboat carries less than a full flight of fighters, each box on the SSD represents 2 fighters. Fighter boxes may not be doubled up. Fighters also do not have the same launching facilities as larger ships (no launch tubes for instance). As a result, fighters are launched

as normal rules (J1.50), and the individual descriptions of the Patrolboat will verify any other special details of the launching.

Because Patrolboats are not proper fighter carriers, they generally only carry normal fighters and never carry spare stores and supplies for fighters with special munitions. They can refuel and re-arm their own normal fighters (but as many ships carry reduced deck crew amounts, this will usually take longer than normal), but not others. They may also only conduct limited repairs to fighters (which, due to space requirements in the ship, take place outside of a scenario).

For more information, see the Colonial Navy Patrolboat page.

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CYLON ASTEROID SHIPS

From around 6400, the Cylons started using their asteroid ships, and these soon posed an interesting threat to the Colonials until they started getting experience in how to detect them.

This section lists all the special rules needed to use them. A copy of Module F1: The Jindarians is useful, but not required.

Game Notes:

Generally, a Cylon Asteroid Ship will function as any normal ship. The big difference is that they have a huge amount of armour on all their facings due to the asteroid mass itself.
Generally, treat the asteroid ship as a Jindarian ship with the following changes:

- (D25.0) Armour: Asteroid armour is exactly the same as normal Jindarian armour. For those without access to F1, treat the armour as normal **SFB** shield, only they cannot be reinforced, dropped or have any shield modifications done to them. Armour may be repaired by normal damage control methods (as shields), only a maximum of 10 points of armour maybe repaired per scenario (total, not per side).
- (D26.0) Boarding Actions: Cylons do not tend to build their ships to confuse (as Jindarians do), and thus normal boarding actions occur as if the ship was a Baseship. This includes the Baseship hit and run raid rules.
- (R16.1C) Special Jindarian Ship Rules:
    - (R16.1C1, R16.1C2, R16.1C4) None of these apply
    - (R16.1C3) Concealment: Most definitely does apply to Cylon Asteroid ships!
    - (R16.1C5) Bases: As normal, bases cannot be built on the Asteroid ship. The Cylons would not as it would give away the ship, and they would not allow other races to build their either - the constructors would be attacked if they managed to get as close as that.
    - (R16.1C6) Hidden Deployment: This also does apply. If a Cylon ship has not been in combat for a while, then it will not be detected until it does something like move or fire. If an enemy ship has reason to suspect that an asteroid ship is present, then it may scan the system, and every turn the ship rules 2d6. On a 2 or 12, the asteroid ship is detected, although it will not know that until it is fired on. The scanning ship must have working

  - a working scanner of greater than 2 to attempt this. If the asteroid ship has been in combat for a while though, then every turn a scanning ship may roll 1d6 and on a 1, the asteroid ship will be detected through it is di-ethene emissions.
  - Due to the nature of hidden deployment, you might find it useful to get a referee to assist and thus make all the rolls.

Asteroid ships also have other details, but these will be listed on the SSD's and in the relevant Asteroid Ship History Pages.

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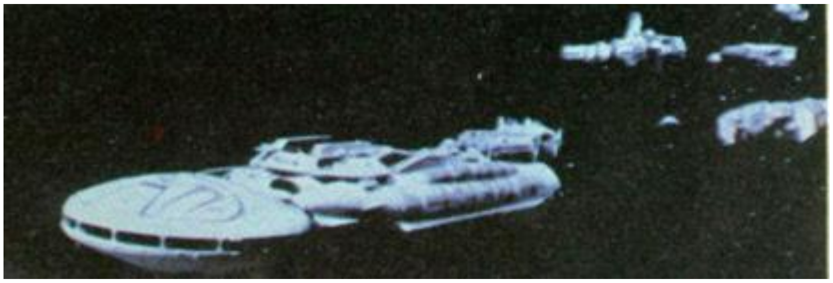
CIVILIAN SHIPS



The Colonials used a lot of ships other than warships, they are/were a space faring people, and with each of the twelve colonies on separate planets, they had to if they were to trade.

Besides, when the Galactica leads the ragtag fleet in it is quest, the 220 ships it escorts are civilian ships of different types.

The ships listed below, while called freighters, should be considered to be a much broader class of ships than just that. They are liners, freighters, agriculture ships, forge ships, prison barges, supply ships, sanitation ships and every other type of ship that can be used to support and promote trade and supply between the twelve colonies and their outposts.

The ships are listed in two main categories - unarmed and armed ships.

SSD's:

All the ships listed below use the normal SSD's from the basic set and various modules, however the following modifications should be applied immediately to all vessels:

Remove all shields, impulse, transporters, tractors probes, and (in the case of the unarmed ships) all weapons. Armed ships will keep their weapons unless noted. For all small ships, add 1 shuttle, and capital ships should add 2.

Unlike Cylon tankers, Colonial civilian ships hardly ever carried fighters as standard, although some Vipers could be crammed into the shuttle bay if needed.
It should be noted that all shuttle bays may be use double occupancy if needed - even civilian ships had large shuttle bays!

It is also possible for civilian ships to modify themselves slightly. Any cargo box can be converted into a passenger box. These are hit as cargo, but can hold ten passengers. Mark the box with a P to signify this.

Civilian ships are considered capital ships, and thus will not be HET'ing any time soon.

Unarmed Ships:

Near enough all Colonial civilian traffic is unarmed. It appears that either Navy does not like civilians arming their vessels (possibly in case it gives them the wrong ideas with regards to turning pirate or to smuggling). In any case, 90% of all ships are unarmed.
The following can be used as unarmed ships:

- (R1.5) Small freighter
- (R1.6) Large freighter
- (R1.23) Civilian large ore freighter
- (R1.25a) Small repair freighter
- (R1.25b) Large repair freighter

Armed Ships:

While around the Colonies an unarmed ship would be within defending distance should the need arise, around the outposts this is not always the case. Ships suddenly become prey to pirates and undesirables, and the Cylons themselves, with their desire to exterminate humanity, will not not attack a freighter just because it is unarmed.

The Colonial fleet itself, already spread thin, can not be everywhere at once to defend all civilian traffic, and thus for situations that could warrant it (and they must be a legitimate reason), unarmed vessels may be armed, and armed freighters can be seen around the edges of Colonial space.

However it should be remembered that armed civilian traffic will only account for 10 percent of all commerce vessels.

The following can be used as armed ships:

- Unarmed freighters
  These may have 1 ph.3 (small) or 2 ph.3's (large) for close defence, and are considered modified freighters, not factory built models
- (R1.8) Armed priority transport
- (R1.9) Free trader
  No option weapon mount
- (R1.20) Small phaser armed freighter
  All phasers are ph.3, not any other kind
- (R1.21) Large phaser armed freighter
  All phasers are ph.3, not any other kind, and remove the two FA phasers
- (R1.44) Small tramp steamer

Civilian craft may only mount phaser 3's, the Colonial Navy will not tolerate heavier weapons on these craft, and indeed, heavier weapons are generally regarded as the first sign that the ship is a pirate vessel, so take care!

Other:

As well as freighters, civilians use some other vessels, mainly shuttles, but also some other craft. Yachts are chief amongst these other craft.
With regards to shuttles, the following are used:

Heavy Transport Shuttle:

A much larger shuttle (double sized infact) which is used to ferry large amounts of cargo or passengers from one ship to another or to a destination on a planet.

The Colonial Fleet also uses some of these for ground assaults or cargo transfer.
Transport shuttles can carry 2 crew units, 4 boarding parties or 1 ground vehicle.

Armed Shuttles:

While the Colonial Fleet does not use armed shuttles at all (preferring to give them instead a fighter escort), the commercial fleet sometimes uses armed shuttles on the rim, or in known pirate areas, although the navy does not like to see them near more civilised places.

However, the main users of armed shuttles are with pirates and other undesirables, and they are the only users of the Attack Shuttle.

Attack shuttle

Attack shuttles are not factory built things, but instead custom modified shuttles, outfitted with bigger engines, more weapons and armour. They can only carry 1 boarding party, but they have the equivalent of 2 points of armour which must be destroyed before the shuttle itself starts to take damage.
Attack shuttles and their option mounts are more fully described in the pirate section.

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PIRATES

A pirate game is generally not that different from a normal game, the biggest difference is one of scale. While a combat involving a Battlestar or Baseship will require the players to use the scale of 1 fighter counter equalling 1 flight of eight fighters, in a pirate game, it is highly doubtful whether the pirates will be able to muster up eight fighters, let alone several flights worth. As such, games should be conducted where one counter should equal one fighter, not one fighter flight.

While I am not about to tell you how to run a campaign or game, as a guide, the largest colonial craft to be generally effective in one of these games should be the Light Cruiser. Anything else has too much firepower to make games fun, unless of course the idea for the pirates is just to see if they can run away and survive to fight again...

Pirates as crew members

While pirate ships have boarding parties as normal, the standard crew can also be used as additional boarding parties, at a ration of 1 crew unit to 1 boarding party, and thus the entire crew of a ship can be used to attack a victim.

Of course, if the crew start to take horrendous casualties, then the pirate ship may well find itself without a minimum crew requirement, which could make life interesting.

Types of Pirate Ship:

Pirates use a combination of four different types of craft - shuttles and fighters, yachts, modified freighters, and captured craft.

Shuttles and Fighters

Shuttles are about the most common type of craft that a pirate has access to, and any shuttle from the civilian craft lists can be used. Because of a shuttles limitations, pirates craft are almost always armed.

Fighters are also sometimes available, and if a pirate can get hold of some, then they will. Usually *Scarab* fighters are the only types available, but sometimes a pirate group can get hold of Vipers, Cylon Raiders and even the odd *Asp*. To a civilian craft the difference is not really noticeable, but when going up against more capable opponents, pirates are nearly always outclassed.

Attack shuttles are also used by pirates in large numbers, although it must be stressed that these are never factory built models, but instead normal shuttles heavily souped up with bigger engines, more powerful weapons and a bit of armour thrown in as well.
All this extra equipment cuts into the cargo space available in the vessel, and as such, the craft can only transport 1 boarding party.

The attack shuttle also has some special rules. For a start, it has two points of armour (which is described as being 2 + 8). This is treated as normal armour in that it takes damage before the shuttle itself takes damage, and it does not count against the shuttles crippled rating.
Attack shuttles may be modified so that they can launch from a fighter bay. In this case, all normal fighter launching rules apply, including speed and direction.
Attack shuttles may control a number of seeking weapons equal to 2.

Attack shuttles also have an option mount which may be used to house an additional weapon.
This can include (at additional BPV cost):

Item	**BPV**
1 Phaser 3 (360 arc of fire)	+1
1 Phaser 2 (FA arc of fire)	+2
1 Mini-missile launcher	+3
1 Rocket launcher	+2
1 Small mine rack	+1 + mine cost

For details of the mini-missile launcher, rocket launcher and mine rack, please see the page on weapons.

Yachts

Pirates also have access to the large amounts of pleasure craft that civilians have, sometimes because they own them themselves, sometimes just because were not stolen them or grabbed them as booty.

In any case, pirates have no restrictions on what they may mount in their yachts, unlike civilians.

For more information on yachts, please see the yachts page.

Modified freighters

The next common ship that pirates can get hold off, are freighters. However, a freighter as it stands is not a great ship for piracy operations, and thus what happens is that the pirates rip out a large section of the cargo hold and modify it for their own nefarious purposes.

Any civilian ship can be modified, and the following modifications can be done to the cargo bay, at a rate of 1.5 boxes of cargo to 1 box of modification, to a maximum of 12 cargo boxes on small freighters, or 24 boxes of cargo for larger freighters. The ratio is 1.5 to 1 to account for all the interior redesign that has to be done, and the fact that freighters cargo holds are not that great for modifications.

Things that can never be modified include the freighters movement cost, turn mode, life support and size class.

All modifications will change the BPV of the ship (by the amounts shown below), and thus the ships value will have to be modified. Do this by multiply the ships original BPV by ten, subtract 1 per cargo box removed, add the points cost of the modifications, and then divide the final cost by 10, rounding up.

Modifications can include the following:

Item	**BPV**	
Armour	2	*(A maximum of 15% of the original ships SSD*

		boxes may be converted to armour, keeping within the above modification amounts)
Shuttle Box (contains 1 normal shuttle)	2	
Fighter Bay	4 + fighter cost	*(takes 3 boxes, holds 1 flight, maximum of 1 flight for small freighters, 2 for large freighters, and 4 for ore carriers)*
Yacht box	3	*(maximum of 2 per small freighter, or 4 per larger freighter)*
Aux Con	6	*(maximum of +2)*
APR	4	
WARP	10	*(maximum of half again the ships total)*
Battery	2	
Repair	6	
Hull	1	
Phaser 2 (120 arc of fire)	10	
Phaser 3 (360 arc of fire)	4	
Phaser 1 (120 arc of fire)	15	
Mini-missile launcher	20	
Rocket launcher	15	
Barracks	1 + boarding party cost	
Upgraded Sensors	10	*(puts sensors to: 6,4,0)*
Upgraded Scanner	10	*(puts scanner to: 0,6,9)*
Upgraded Damage Control	10	*(puts dam con to: 3,2,0)*

No other modifications are possible.

Weapon mounts

A ship may mount a total of 5 weapons for a small freighter, and 10 for a larger ship. A phaser 1 takes up 2 weapon slots. For details of the mini-missile launcher and rocket launcher please see the page on weapons.

Captured Ships

Of course a pirate may always get their hands on other ships, and may then use these as is. They must make sure that they have enough crew to be able to control the ship, and modifications can be made at the description of all players.

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BASES AND STATIONS

We do not see any space stations, defence satellites or anything like that in the Galactica series, but we do hear about the fact that Caprica has/had a very sophisticated satelite defence system (which alas was sabotaged just prior to the Cylon assault on the Colony worlds), so we know that the Colonials can and do build oribital stations of some kind.

We do not hear anything about the Cylons building stations (with the Baseship, who needs a space station?), but we do see that they build ground bases, something that we never see the Colonials do. We also know that the Colonials build ground bases, we just do not get to see any.

So, for this, I am stating that the Cylons do not build space stations, but both sides build ground bases, and as such only the Colonials can use the following stations, but both sides can use the ground bases.

SSD's:

For all bases and stations that are simply used from the **SFB** rulebooks, the following modifications should be made: Remove all shields, impulse, transporters, tractors and probes. All weapons should be removed as well - they will be listed in the descriptions below.

Colonial Stations

The stations that the Colonials use are not really combat stations at all. Most can be armed depending on their locations, but they are not used as border defence or at strategic locations to discourage attack.
Instead they are mainly used as way points for civilian traffic, or as supply points for military ships on their way to the border or routine patrols.

The following should be considered representative of what is available:

(R1.10) Fleet repair dock

Used to construct the large ships frieghters and warships that can not land.
All weapons should be converted to ph.3's, add 2 shuttles and 10 points of armour.

(R1.15) Defence Sats

Used to guard main worlds or outposts, these are not as common as the Colonials would like. They are remotely operated, and as such are subject to being sabataged. They follow all normal rules for defence sats, but they can be placed to guard anything desired.
They come in the following types:

- **Anti-fighter sat:** Has 4 ph.3's
- **Missile sat:** Has 2 ph.3's and 2 large colonial missile racks
- **Anti-Ship sat:** Has 2 ph.3's and 2 ph.1's

(R1.29) Commercial platform

This is probably the most common type of base around, and most of them will be around the colonies themselves, or major outposts or mining bases.

Add two shuttles, convert all AWR to APR. Most commercial platforms have no weapons, but those that do will only ever have ph.3's.

(R1.30) System activity maintaince station

Mainly employed around suspected pirate routes, the SAMS is not a combat capable station designed to stand up to too much of a pounding. Designed mainly to observe and supply local defence forces if neccassary.
Add two shuttles, convert all AWR to APR. Replace all weaponry with 4 ph.3's (360 arc of fire).

(R1.35) Civilian base station

The largest and least common type of station, the base station is situated around the main trade routes or around the Colonies only. There are only about two or these in existence, their use not really being needed much.
Convert all ph.4's to ph.3's, remove all listed ph.3's, replace all w1 to w4 with 4 ph.3's (360 arc of fire), remove all AWR. Add 6 shuttles, add 8 armour. The base station will always have 1 cargo module.

Base augmentation modules

The following is the complete list of modules that may be attached to bases, with the fighter module being quite common as fighters are nearly always the bases main defence.

- Science module
- Hospital module
- Cargo module
- Fighter hanger module *(contains 12 fighter boxes (for 4 flights), 12 deck crews and 5 crew units)*
- Repair module
- VIP module
- Civilian cargo module

Ground Bases:

Ground bases are handled very similar to stations above, and basically follow all normal **SFB** rules for bases. The normal SSD modifications above should be made, but feel free to add shuttles to the bases.

The following are a good list of available **SFB** bases that can be used here:

- (R1.28D) Scientific Outpost
- (R1.28E) Small Mining Station
- (R1.28F) Agro Station
- (R1.28G) Small Military Garrison
- (R1.28H) Small Warning Station
- (R1.28L) Small Power Station

For the most part, most bases will be unarmed, but most should have some armour to account for the fact that they are generally built in fairly defensible areas.

The following SSD's can also be used to simulate the various fighter bases and small military outposts and defence stations built by both sides. For the most part, these should replace the standard ground defence and fighter bases from the original rules.

SSD'S

	GIF file
Fleet Repair Dock	45k
Defense Sat: Anti-fighter	30k
Defence Sat: Missile	30k
Defence Sat: Anti-ship	30k
System Activity Maintenance Station	48k
Civilian Base Station	52k
Anti-Assault Laser Battery	20k
Anti-Assault Missile Battery	25k
Cylon Command Base	25k
Fighter Defence Platform	20k
Small Fighter Base	25k
Medium Fighter Base	25k
Scientific Outpost	25k

The SSD's were designed by me and drawn by ***Sean Driscoll****.*

As there is no limit to the amount of bases that can be situated in one ground area on a planet, making larger bases (such as the Gamorray Capital) can be achieved by simply adding several bases together, making attackers having to choose between their targets.

GBCC Cylon Command Base

The Cylon command base is a special base that is used to control large facilities and the Cylons that man them. It is not an offensive structure in itself, but instead is a command and control facility. Any collection of facilities involving more than three different types of base requires a GBCC to co-ordinate the actions of the bases. There will never be more than one GBCC controlling a single set of bases.

A GBCC is intentionally hidden and disguised, and for good reason - if it were to be located and knocked out, all other bases under it is command would lose their ability to function and be rendered inoperable. Something that happened at the Battle of Gamorray.

To simulate this, use the following rules.
A GBCC may not be attacked until it is identified. To do this, the attacker must have a Tactical intelligence rating of M. Once the base has been identified, it may then be attacked as normal. Tac Intel of M is difficult to get, and no ship wants to be hanging around whilst being shot at. Thus another way to get it is for fighters to be assigned to ground recon missions. For this, the fighter (or flight) must not engage in combat on the turn of spotting and must enter the planets atmosphere to do a fly over of the base. The success rating of this fly-by is determined by a die roll.

Fighter unit	**Die roll**
Asp Fighter	3
Fighter flight of 7-8 ships	3
Fighter flight of 5-6 ships	2
Fighter flight of 3-4 ships	1
Fighter flight of 1-2 ships	5-

The die roll is 1d6, except for a fighter flight of 1-2 fighters, which rolls 2d6.
If the number required or lower is rolled, then the GBCC has been located. It may then be attacked as normal.

If the GBCC is destroyed, then all bases under it is control are rendered inoperable. They may not fire any more weapons, launch more fighters or take other actions. Fighters in flight may still function as normal, and boarding parties may still continue to repel attackers.

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POWER SHIPS

Power ships are designed to provide an additional power source for ships, bases or other items which are power hungry. Whilst not useful in every situation, additional power does have its uses sometimes. These uses include:

- Damaged ships which have lost a lot of APR.
- Ships which wish to use their full warp ability for movement, and thus require additional power to mantain other systems.
- Systems like Ambush and Camouflage fields which require a lot of power to maintain.

It is for these reasons that the power ships were developed.

A power ship is, essentially, just a large power generator, which creates a huge amount of excess power. This energy can be beamed to target ships via the use of large microwave transmitters mounted on the power ship. Provided the two ships have a clear line of sight, and maintain the same course and heading as each other, the power can be beamed directly to the recieving ship. These transmitters make a power ship obvious and because the transmitters themselves need to move around a bit, hiding or disguising such a ship is difficult.

Range does have an impact on the power broadcasted. At long ranges, the power degrades. A target ships own power generators also have an effect on the power being sent. Because the power must flow through a ships generators to be able to flow into target ship, the generators do get overworked a lot. If too much power is received, these generators can burn out through over use. Similarly, if a ship does not have any power generators, it cannot receive any beamed power.

Note: These rules are strictly optional, and it should be pointed out that in playtesting some people expressed their opinion that power ships as written are not what they should be. Power ships are mentioned in the novels, but their use is not actually specified. A power ship produces power. But what uses their power, and how? I speculated a use and that is what you find here, but just get approval from all players before you use them.

GAME RULES

Power ships beaming power across space use some special rules, and these rules operate over two consecutive turns. On the first turn, the power is broadcast, and on the second the receiving ship may attempt to make use of it.
Power sent by a power ship is APR only, never warp power and thus cannot be used to move a ship. Nor can it be used to power life support, active fire control or basic shields (reinforcement is fine) of the recieving ship. These have to be supplied by power generated by the ship itself.
There is a limit to the amount of ships that a power ship may beam power to, and that is specified by the highest undamaged sensor box on the power ships SSD.

Beamed power can never be used as a weapon.

Definition of a Power Ship

A power ship is a ship with special APR. On an SSD this is termed BEAMED APR or sometimes just B-APR. Only ships with B-APR may function as a power ship, and only B-APR may be beamed to other ships, not normal APR. B-APR may be used as normal APR for the power ship itself on any turn that it is not being used for other ships.

B-APR is hit on APR hits.

Tactical Intelligence

A power ship is easily spotted as to what it is, and thus a power ship is identified as such at Level C intelligence.

Sequence of Play:

All of these events happen in the Energy Allocation Phase of the turn, but before players actually allocate their energy.

ENERGY ALLOCATION

- The receiving ship determines how much power actually got through from last turn.
    - The receiving ship checks for APR burnout.
    - Any remaining power may be used by the receiving ship.
- Power ship specifies how much power is being broadcast to a ship for use next turn

Sending and Receiving Power:

To be able to receive power, a ship must meet the following conditions:

- It must have at least 2 points of APR left. If it does not, then it may not receive beamed power. If power is sent to a ship which only has 1 APR left, it will burn out and the APR will be destroyed. Power may not be sent directly to a ship with no APR but that does have batteries.

The safe limit for receiving power is an amount of energy equalling the ships current APR. Thus, a ship with 4 APR may receive 4 points of energy safely. Any more, and the ship risks a chance of burnout.

When sending power, the following conditions must be met:

- Both ships must be travelling at the same speed and same heading.
- Both ships must move and turn at the same time. This includes sideslips and turns.
- There must be a clear line of sight to the receiving ship. Other ships do not block LOS, but planets, asteroids and other large bodies will.
- The power ship must have a Lock-On to the receiving ship.
- If a power ship is sending power to multiple ships, then all must abide by the above.

If at any time, a ship moves out of formation, accelerates, decelerates or otherwise breaks speed and heading, then the power to that ship is dropped at that impulse. The impulse should be recorded as it will have a bearing on the actual amount of power received by the target ship.

Power is sent in one turn, and actually used on the next. This means that on Turn 1, if ten points of power are sent to a ship, and if all goes correctly, on Turn 2, the receiving ship has ten extra points of power to spend in the Energy Allocation Phase.

However, in combat, things rarely work out as planned. If a ship is sending power, and during the turn, something happens which means that the power is interrupted, then power is stopped at the point in the turn. You then have to determine just how much power was transmitted during that part of the turn. The formula for this is as follows:

(impulses transmitted) / 32 * amount of power allocated.

Round down to the nearest quarter or third of a fraction, depending on the ship needing the power.

*For example, if a power ship has allocated 10 points of power to be sent to a Colonial Cruiser, and on impulse 8, the cruiser suddenly moves away from the power ship, then only a fraction of that power will have been sent to the cruiser. In fact, only 2.5 points of power. ((8/32)*10 = 2.5). This will then be adjusted by range.*

Range to the Target

While power can be broadcast over a long distance, it does degrade over distance. Use the following table to determine the power sent:power received ratio:

Range to target	APR sent:APR received
01-10	1:1
11-25	2:1
26-40	3:1

Thus at a range of 14 hexes, the power ship must send out 2 points of APR for the receiving ship to receive 1.

All power reductions due to range are handled after any calculations are made due to power being interrupted during a turn. So, in the above example, if the Colonial Cruiser received 2.5 points of power at a range of 14 hexes, it would in fact only get 1.25 points of power.

Damage to the Power Ship

Another thing that can happen to a ship to make it lose power, is if the power ship itself gets damaged. If the APR on the ship get destroyed, then power will not be available to be beamed to other ships. When this happens, when it is time to record the amount of power that a ship has had beamed to it, simply subtract the amount of damage that the power ship has sustained. If the power ship is beaming power to multiple ships, then the owner of the power ship may decide where the lost power goes.

Burnout:

The safe limit that ships can receive power is equal to their current APR rating. However, sometimes a ship needs more power than that, and can request additional power to be sent. Sometimes due to the battle damage, a ship may find itself with less APR than when it requested the extra energy.

This extra energy may cause a power surge through the ships generators, and the result is burnout, when the generators die.

For each additional point of power over the safe limit that a ship receives, roll 1d6 and consult the following table:

Die roll	Effect
1-3	Generator burnout, lose 1 APR
4	Generator burnout, lose 2 APR
5-6	No burnout occurs

APR which is lost this way is lost immediately, and thus is not available for Energy Allocation. APR lost like this does not effect the current safe APR limit. In addition, a burnout results in the loss of the energy point that caused the burnout.

For example, a ship which has 4 APR remaining receives 7 points of power. 4 points of that power is safe, while 3 points have the potential to cause burnout. Three die rolls are made - 2, 4 and 5. This means that 3 APR have burnt out and are no longer usable, and 2 points of the energy have also been lost.
Thus at Energy Allocation, the ship now has 1 APR, but also 5 additional points of power for a total of 6 APR this turn. In the future, the ship may no longer accept beamed power as it now only has 1 APR.

Terrain:

Terrain can play a role in the beaming of power to other ships. The following notes apply when, and only when, the power ship and/or the receiving ship are in the particular terrain types. Note that movement caused by terrain does not break beamed power if all ships are move equally and end up in the same facing and with the same heading. Terrain not listed either has no effect on beamed power, or else uses rules from other terrain types which should be applied instead.

(P2.0) Planets: Power cannot be beamed into or through an atmospheric hex.
(P4.0) Black Holes: (P4.23) Direct-fire weapon rule applies to beamed power.
(P5.0) Variable Pulsars: (P5.32) Direct-fire weapon rule applies to beamed power.
(P6.0) Nebulae: Power cannot be beamed into or through a nebulae.
(P11.0) Sunspot Activity: Power cannot be beamed in sunspot activity.
(P15.0) Radiation: (P15.6) Other Effects is in effect for the maximum range of beamed power.
Magnetic Voids: (P15.6) Other Effects is in effect for the maximum range of beamed power, which is dropped to 15 as normal.
Space Storms and Astral Winds: (P15.6) Other Effects is in effect for the maximum range of beamed power, which is 35 hexes.

An Example of a Power Ship in Action:

A Colonial power ship is currently beaming power to two ships - a Colonial CLE (with 3 APR) and a Colonial Tiger Class Destroyer (with 14 APR). The power ship has 25 APR to spare, and currently no ship has been attacked. The CLE is at range 5, while the Tiger is at range 20.

Turn 1:
In the Energy Allocation Phase, the power ship allocates 3 points of power to the CLE, and the remaining 22 to the Tiger.

The rest of the turn happens, all ships remain in the same heading and speed as the power ship. The turn proceeds as normal.

Turn 2:
The CLE receives 3 points of power from the Power ship (giving it 6 APR to spend this turn), while the Tiger only gets 11 (giving it 25 APR to spend this turn). The power ship again allocates 3 APR to the CLE, while the Tiger gets the other 22.

During this turn, Cylon Raiders pounce and attack the CLE, inflicting heavy damage and destroying 1 APR. The Tiger is undamaged, but breaks away in Impulse 13 to engage a Cylon vessel, and the Power ship itself comes under attack and loses 3 APR.

Turn 3:
Because the Power ship lost 3 APR during the last turn, three points of power have to be lost. The owning player may determine which and chooses to lose 3 points of APR heading to the Tiger, figuring that the CLE will need the power to help fend off the Cylon Raiders.

This means that the CLE gains 3 points of power. Unfortunately, the CLE has just lost 1 APR, meaning that 1 point of beamed power is excess and may cause burnout. A die roll is made and a 2 is scored. One additional APR is lost due to burnout, and the excess point of energy is lost. This leaves the CLE with a total of 3 points of APR this turn, and no ability to gain any more.
The Tiger had 22 points of power beamed to it, but due to battle damage, the Power ship only actually broadcast 19. The Tiger also broke away in Impulse 13, meaning that it actually would only be able to get 7.66, and because of range, this actually means that the Tiger only gets 3.75 points of power this turn (for a grand total of 17.75 APR).

Now the Power ship can decide to allocate power to ships. The CLE cannot receive anymore, and the Tiger is engaging the enemy, and thus likely not going to stand still for a turn to be able to receive much - if any due to the range. The Power Ship decides not to allocate any power to other ships, and indeed decides to move away.

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AMBUSH AND CAMOUFLAGE FIELDS

Ambush and Camouflage fields are means of hiding ships from probing sensors and even to the visible eye. They operate by trapping electronic and optical signals and giving off the impression that what you can see is just like a normal starfield. Once set up, they can be very difficult to detect unless you just happen to wander into one, which is generally an unheard of occurrence considering that space is so big. A ship generates these fields, but they operate on a fixed area of space. The field protects anything within this area.

As well as trapping signals from the outside, they also keep signals in, so that a ship may move and speak freely within the field. However, a camouflage is not perfect and patience is required of those within the field so as not to give their position away.

Ambush and Camouflage fields are identical in nature, the choice of terms generally comes from the philosophy of their users. Ambush fields are generally used by the Cylons to lay traps for enemy fleets. Camouflage fields are used by Colonials to hide fleets and refuelling stations for their troops. However, as both use the same technology, both can be used for either role. Rumours abound of 'cloaking devices' used by individual Cylon ships, but as of 7200, there is no proof to say that this technology exists.

In the following text, the terms Ambush and Camouflage fields are interchangeable.

Note: Ambush fields require a high degree of trust between all players involved, in fact probably more so than anywhere else in these rules as the player controlling the ambush field will be noting the range between ships and the field, calculating modifiers and in fact doing most things aside from rolling the dice. This will continue until the field has been discovered. As such, if there is any doubt, you may want to use an impartial referee to check that things are being done accurately.

Note also that these rules borrow elements from (D17.0) Tactical Intelligence. However, it should be noted that this is not Tactical Intelligence and unless stated in this section, no actual Tactical Intelligence rules should be used (such as EW modifiers and (D17.25) Prolonged Exposure).

Ships able to generate a Field:

Not all ships are able to create a camouflage field. Fighters, shuttles and yachts are not able to create them (exceptions are Patrol Ships which can produced limited size ambush fields). Almost all other types of ship can create camouflage fields. While civilian ships also have the potential to be able to generate fields, it is not a standard thing to do and thus can only be employed by ships with qualified military personnel. Generally, this means that a civilian ship cannot create a field unless a scenario declares otherwise.

Field Strength

All camouflage fields are rated with a field strength. This is the amount of ECM shift that the field gives in certain situations. A field strength of 1 gives a -1 shift of ECM and is equivalent to 2 points of ECM. The maximum rated field strength is 3 for a total of a -3 ECM shift.

The maximum rated field for a civilian craft is 1.
Ships with a powered dedicated scout sensor may get a field strength of 3, other ships are limited to a maximum of 2.

A generated field can move with the controlling ship, although the faster the ship generating the field is moving, the more distortion that is created, which makes detecting the field easier.

Generating an Ambush or Camouflage Field

Generating an ambush field is generally outside the boundaries of a normal game. It takes time to set up the field, usually more time than a scenario will last. In addition, if set up during a game, the opposition would normally be able to figure out the position of the field relatively quickly.

Instead, fields are set up before the opposition come into range. Then they will not be forewarned of an ambush or the fact that there are some hidden ships present.
As such, a scenario will state whether or not any such ambush fields are already in place, and if they are, what their field strengths and sizes are.

There are not many requirements for a ship to operate an ambush field, the technology is relatively simple if you know what you are doing. However, fields are power hungry devices.
The energy cost of keeping a field up and in place is as follows:

(Hexes covered x2) x (field strength +1)

A field is spherical in nature, centred on the generating ship. Energy must be paid in the energy allocation phase, and if it is not then the field is considered dropped. Energy must be paid in whole hexes.

Thus a ship generating a strength 2 field covering a mega-hex of 7 hexes would require 28 points of power each turn.

Power ships are a prime way of generating the power needed for creating ambush and camouflage fields.

Activities within a Field

A ship can perform a certain amount of activities within a field without being detected. These include moving, launching fighters and shuttles and operating ECM at a level lower than the field strength.

A ship that has generated an ambush field may also perform all these functions, and in addition, may continue to move as well. The ambush field is centred on the generating ship, so if it moves, the field will move as well. Note that the faster a field is moving, the more chance there is of it being detected.

Detection:

A ship trying to detect other ships may use its normal sensors or may use any dedicated scout channels, if it has them. A ship may make a number of attempts to detect an ambush field equalling the number on its highest active sensor box. Thus a normal undamaged ship may make up to six attempts.
A ship with dedicated scout channels may make an additional amount of attempts equalling its normal sensors attempts per channel, or it make use that channel to improve the chances of detection on its basic sensor attempts.

For example, a ship with undamaged sensors and 2 dedicated scout channels may make either 18 detection attempts, or 12 detection attempts with 6 of those having a +2 modifier and 6 of those being normal attempts. or 6 attempts each with a +4 modifier.

The detection amount is the total amount of detection attempts that may be made per turn. Each attempt may not be made within 4 impulses of each other. A ship with dedicated scout channels may treat each channel as a different set of sensors that may be used at the same time as other sensor attempts, but not within 4 impulses of each other.

Thus, following on from the above example, if the ship were using its scout channels to create additional detection attempts, then it would have 18. These 18 attempts would be split into three groups of 6 attempts. Each attempt in each group could not be used within 4 impulses of each other, but could be used to give three detection attempts on a single impulse (one per group).

Colonial Asps, Cylon Wraith or Heavy Scout Raiders may make a total of 6 detection attempts per turn, or 3 with a +2 detection modifier.
Normal fighters and shuttles may only make 2 detection attempts per turn.

A dedicated scout channel must be powered and may not be used for any other purpose on the turn that it is used for detection.
In step 4: Sensor Lock-On Phase of the Turn, a player must allocate how his scout channels are going to be used for detection - whether they are going to give additional chances of detection, or whether they are going to increase the basic sensor chance of success.

Scout channels are blinded as normal, and on the impulses of blinding, they lose any bonus modifiers they may be giving. Normal sensors are not blinded by weapons fire.

A ship trying to detect an ambush field has to roll a d6 and add various modifiers. The result needed depends on the range. Use the table from (D17.3) to determine the letter code that is generated by the ship type and the range to the detection field. This letter will produce a number (from the table below) which is the result needed (or greater) to gain information on the ambush field. This number will be modified by certain factors that are listed below. Note that all modifiers are to the number only, there are no modifiers to the letter code or range.

Note that the owner of the field will be the person to determine the letter code and will be the person to work out the modifiers. This information should not be given to the detecting player (although they will be aware of some of these modifiers from their ship status).

Colonial Asps, Cylon Wraiths and Heavy Scout Raiders should be treated as SWAC shuttles for purposes of determining their range.

All rolls for detection should be made in Phase 6B3: Tactical Intelligence Interrogation of the Lock-On Stage of the Turn. Note that a sensor sweep using these rules will cover the entire map and thus has a chance to detect each and every ambush field that may be present, although multiple fields will require a separate roll per field.

Letter	**Partial Info**	**Full Info**
A	20	24
B	18	22
C	18	20
D	17	19
E	16	18
F	15	17
G	14	16
H	14	16
I	13	15
J	13	15
K	12	14
L	10	14

Modifiers to the die roll include the following:

+ Current Sensor Rating of the detecting ship
+2 per dedicated scout channel used for improving the detection chance
+1 per powered lab dedicated to information seeking
+1 if Partial Information is already known
-2 per field strength of the Ambush field
+ Speed modifiers of the ambush field generating ship:

Speed of ship	Modifier
0-4	+0
5-8	+1
9-15	+2
16-20	+4
21-25	+6
26+	+6

Undamaged fighters and shuttles are assumed to have a sensor rating of 6.
Crippled fighters and shuttles are assumed to have a sensor rating of 2.

Labs

Labs may be used to increase the chance of detection. Each lab employed in this way must be powered (1 energy point per lab powered) and can do nothing else that turn. However, each lab may add 1 to each and every detection attempt for a single group of sensors. Thus a ship operating scout channels as additional detection attempts will have to allocate their labs to individual scout channels.

Partial Information

Partial information tells the detecting ship that something is definitely out there. The field owner must tell the detecting player the letter code of information (this will tell the range bracket that the field is in) and also what fire arc the field lies in - LF, RF, LA, RA. If the field is moving, this is also known as is the hex direction of that movement, however the actual speed is not known. In addition, gaining partial information gives a +1 to all future die rolls.

Full Information

Full information tells the detecting player exactly where the ambush field is, how big it is, what strength the field rating is, what speed it is moving at and what direction. Note that the contents of the field are not detected.

Note that once a ship has gained full or partial information on an ambush field, that data will be transmitted to all other ships of the fleet as standard.

Detecting the contents of an Ambush Field:

If a ship has gained full information on an ambush field, then finding out what is inside that field is very easy.

The easiest way is to enter the field. Once inside, all ships and objects present will be automatically detected and this information can be communicated out to other ships in the fleet. A ship entering a camouflage field automatically knows that it is inside one.

If a ship is on the outside of the field, then they have to 'lend' O-EW points to cancel out the field strength. Each rating of the ambush field should be treated as a EW shift, thus to cancel the effects of a strength 1 field, the ship would need to lend 2 points of O-EW to the field.
Lending O-EW is done as (G24.219) with the exceptions that more than six points can be lent to the field.
Simply cancelling a field will allow that ship (and any that it is broadcasting to, which is presumably the rest of the fleet) to know the location of each and every ship within the field. However, ship types and classes are not known, but launched fighter flights will be easy to spot as a hex will contain eight craft.
Lending enough O-EW to give a shift of EW above the field rating will let the lending craft know the location and types of all craft within the field according to normal Tactical Intelligence rules.

To use this, the following table summarises the various EW points that need to be spent.

Field Strength	Cancel Field	Shift Above Field
1	2	5
2	5	9
3	9	16

Note that a lending craft does not have to have a lock-on to the field, but the ambush field must have had full information gained against it.
Additional O-EW lent to a field has no effect, and any O-EW lent to a field does not effect the craft inside at all.

Once craft within a field have been detected, then they may be attacked as normal, with the ambush field supplying its field rating as EW against the shots being made. Note that an ambush field provides no other protection for its contents, and the EW of the field is only applied against shots being made that have to penetrate the field. If all combatants are within the field, then no EW is applied.

Craft within a field are always free to shoot out, and the fields EW is never applied against the weapons fire being made, regardless of whom it is from.

Ships giving themselves away within a field:

As has been stated, ambush and camouflage fields are not infallible, and there are ways for a craft to give its position away even with the field up.
The following conditions will cause a craft to give its position away.

- Firing within the field will cause that ship to be detected
- Having an ECM strength of greater than the field strength

Moving, launching fighters/shuttles, having EW of less than the strength of the field, will NOT cause a ship to be detected.

Note that a ship giving itself away may cause opposing ships to realise that there is actually an ambush field present!

Effects of a discovered ship

If a ship gives its location away, then that ship must be placed on the map. The ship type is not known, but the relative position will be. These ships can be fired upon as desired. Treat the range of the ship as if it were doubled, and then apply the ECM shift of the field to the die roll. This simulates the firing ships sensors attempting to get through the ambush fields strength without having a solid firing lock nor information on the ambush field itself.
In addition, any ship suddenly appearing on the map, whether it is from leaving an ambush field or by it giving its position away, automatically gives Partial Information to any detecting ship.

Until the ship stops doing actions that may cause it to be discovered, it will remain on the board and all movement will be known.

If a ship that has given itself away stops doing the actions that caused it to be detected, then it will again be hidden.

Terrain effects on Ambush Fields:

The general rule is that any normal **SFB** terrain that will void an **SFB** cloaking device will void a camouflage field. This includes, but is not limited to, the following:

- **(P6.0) Nebulae:** Ambush fields cannot operate in an nebulae.
- **Magnetic Voids:** Ambush fields cannot operate in magnetic voids.

An ambush field has no attempt on terrain, and the field itself offers no protection from terrain effects. A ship with an operating field will not cloak spatial terrain.

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SPATIAL ANOMALIES

Whilst the majority of space may seem empty, there is in fact a lot of terrain that makes navigation hazardous and combat within dangerous and damaging to all factions.

While all the types of terrain found in (P0.0) Terrain (save (P7.0) The WYN Radiation Zone), there are some special types of terrain specific to this area of the galaxy.
For more information about the anomalies themselves, consult the Spatial Anomalies page in the Astronavigation section.

Beta Triangle

The Beta Triangle is an area of space that has at its centre, a large black hole. This black hole routinely sends out gravity distortions making safe travel very unlikely.
To simulate this, all space within the Triangle is subject to (P9.0) Gravity Waves. Because these gravity waves are so powerful, do not use (P9.4) Gravity Waves produced by a Black Hole. Around the edges of the Triangle, the gravity waves are weakest (starting at 1 point in force), and ranging to 100 points on the map with the black hole. Whilst there are some planets that are deeper within the Triangle, most pirate planets are actually within the 15-30 force range, and pirates are known to use the loss asteroids for cover.
At the centre of the Beta Triangle is a large Black Hole (P4.0). Double the standard range for (P4.1).

Magnetic Voids

A magnetic void is another deadly hazard to navigation because the void plays around with a crafts sensors and communications. Once within the void for real, not even starlight will penetrate and all sensors and communications will be useless. Eyeball navigation is the only reliable source of travel.
A magnetic void uses the following rules from differing sources to simulate its effects:

- (P6.2) Nebulae EW
- (P6.5) Nebulae Random Movement
  Legendary Navigators and Fighter Aces can ignore this effect.
- (P6.7) Nebulae Degraded Effects.
  (P6.73) is Not in effect though.
- (P15.6) Radiation Zone Other Effects
  The effect range is dropped to 15 hexes though.

Magnetic voids do not generally vary from each other except in the size of the area they cover.

Magnetic fields void the effects of any cloaks or ambush/camouflage fields.

The Nova Madagen

The Nova Madagen is not a nova at all, but a very bright starfield. This starfield also gives out a vast amount of heat, which can be damaging to craft, especially to small fighters and shuttles that can be destroyed by the heat. Even if they are not destroyed, small craft must be sealed against the light, making the pilot blind, and the heat easily burns out small

craft sensors, making their use limited.
For the most part, treat the Nova Madagen as a weak Heat Zone (P10.0) with the following changes:

- (P10.1) Capital ships take 1 point of damage every 24th impulse of the turn.
- (P10.3) Fighters and shuttles take 1 point of damage every 24th impulse of every even numbered turn.
- Every unit within the starfield has 2 points of natural ECM
- (P15.6) is in effect for fighters, shuttles, yachts and patrol boats. Fighters and shuttles have an effect range of 10 hexes though.
- Fighters and Shuttles are treated as if they were Uncontrolled (G2.2).
- Fighters and Shuttles are supplied with 4 points of naturally occurring O-EW against them.

Guiding Fighters and Shuttles: The accepted way for fighters and shuttles to traverse the Nova Madagon is by guidance from their mother ships. The mother ship, whilst not remotely piloting the craft, will be supplying the fighter or shuttle with navigation and combat data enabling the craft to function more effectively. See here for more information on shielded fighters. In addition he effect of this guidance is to drop the range of (P15.6) to 25 hexes and to reduce the amount of natural O-EW against the fighter to 1 point.

Space Storms and Astral Winds

Space storms and astral winds are quite common terrain events and generally quite insignificant to most ships. They are generally found around planets and moons but can occupy areas of space for limited periods.
Treat as a very weak Ion storm (P14.0) with the following changes.

- (P14.1) No radiation damage, but (P15.6) is in effect with a range of 35 hexes.
- (P14.2) No damage due to gravity waves. Gravity waves move 1 hex every even numbered impulse.
- (P14.3) Is in effect, but (P11.3) only gives 2 points of natural ECM.

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HYPERSPEED TRAVEL

Ships in **Battlestar Galactica** travel across space and to other stars by use of their hyperspeed engines. These are part of their main drives and allow the ship to travel to another system. Normally this happens before or after combat, but sometimes it is necessary for a ship to leave the field of combat by methods other then simply trying to outrun their opponents. As ships cannot (C7.1) Disengage by Acceleration, this leaves them the option of Disengaging by Hyperspeed.

Requirements:

To be able to Disengage by Hyperspeed, a ship must meet the following condition.

- It must have a Flag, Bridge or Aux Con box left.
  Emergency and other control boxes will not be sufficient.
- It must have at least 25% of it is warp engines left.
- it is Scanner box values must be above 1.
- It must not currently be suffering from a (C6.5) Breakdown
- It must not currently be (C6.55) Tumbling

If all these conditions are satisfied, then the ship is able to disengage by Hyperspeed. If any of these conditions are lost at any point during the Hyperspeed Activation process, then the ship is no longer able to enter Hyperspeed.

Hyperspeed Activation:

To be able to travel at Hyperspeed, a ship must expend energy to prime its engines, and must plot it is course through Hyperspeed.

Energy Allocation

A ship must supply energy to the engines to be able to allow to achieve hyperspeed. The amount of energy needed is 50% of the original warp engine boxes.

For example, a Battlestar has 30 warp boxes and therefore must provide 15 points of power to the engines. If, during the course of a battle the Battlestar was reduced to 20 point of warp, it must still provide 15 points of power.

This power need not be supplied all at once, and can be provided over the course of several turns if desired. The only stipulation is that if provided over the course of several turns, at least 1 point of power must be supplied per turn. If this is ever halted, then the stored energy is lost and the sequence must be started from scratch. Once the Hyperspeed energy requirement is fulfilled, the energy may be held if desired. The cost to hold this energy is equal to 10% of the original warp engine boxes. If ever this energy is not paid in the energy allocation phase of the turn, then the engines lose their charge and must be filled again from scratch.

For example, if the Battlestar above had filled it is hyperspeed engines but did not want to enter hyperspeed, it must pay 3 points of energy per turn to hold the engines at readiness.

Course Plotting

Once a ship has filled it is engines with energy for a hyperspeed journey (or before if plotting over several turns), a ship must plot it is course. This takes an amount of phases equalling 16 with the following modifiers:

- A Poor Crew adds 2 to this amount of phases.
- An Outstanding Crew reduces this amount by 1 phase.
- A Legendary Navigator may reduce the time by 1d6 phases.

During this course plotting sequence, a ship may function normally with regards to movement, launching fighters and firing weapons.
On the final phase, the ship enters hyperspeed, and may not move, fire weapons or launch and retrieve sub craft. Instead, when the ship should move, it enters hyperspeed and leaves the map board. This means that it can still be effected by seeking weapons.

Sequence of events

What happens is that the engines are stored with energy, and then the hyperspeed course is plotted. On the final phase of the plotting, the ship enters hyperspeed and is removed from the map board.
However, it does not have to work like that. As long as the energy build up has been completed on the phase *before* the final phase of course plotting, then a successful hyperspeed journey may take place.

Hyperspeed energy build up can be detected by using (D17.0) Tactical Intelligence and getting level I information.

Small Craft:

Certain small craft are also capable of hyperspeed travel. These include, but are not limited to, fighters, shuttles and the like. While they are big enough to mount hyperspeed engines, they just take longer during the flight itself. This aspect of hyperspeed is not covered in these basic rules.

For a small craft to achieve hyperspeed, it must follow a similar procedure to other craft (as listed above) with the exception of the fact that as small craft do not use energy, a small craft may ignore this. However they must still plot their course.

In addition, for a small craft to be able to eligible for hyperspeed travel, they must not be crippled. Fighters must have 1/3 of their damage points remaining.

Fleet Operations:

Sometimes a fleet wishes to travel into hyperspeed together. Reasons for this could include a rag-tap fleet getting their jumping co-ordinates from a central source (a Battlestar perhaps), or a strike force jumping into enemy territory where only the Flag Commander knows the actual location and wishes the entire fleet to arrive in one place at one time.

For this to happen, one ship must be designated as the Hyperspeed Controller. This ship must obey all the normal hyperspeed restrictions as listed above, and in addition must have a function Flag Bridge box.

All other ships must obey normal conditions.

If the Hyperspeed Controller ship ever loses the ability to travel into hyperspeed, then the link to all ships is broken. The individual ships may still continue to jump on their own if possible. If an individual ship loses the ability to jump, then only that ship will not jump.

When working out the Course Plotting, compute the time based on the Hyperspeed Controller only. No other ship or crew has the ability to effect this.

At the time of impulse of jumping, all ships must be facing in the same direction (although speeds need not match). Any ship not facing in the same direction will not jump and will be left behind.

Hyperspeed Travel:

Actual hyperspeed travel rules are beyond the scope of this section, but see the Astronavigation section for more details.

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Hyperspeed energy build up can be detected by using (D17.0) Tactical Intelligence and getting level I information.

Small Craft:

Certain small craft are also capable of hyperspeed travel. These include, but are not limited to, fighters, shuttles and the like. While they are big enough to mount hyperspeed engines, they just take longer during the flight itself. This aspect of hyperspeed is not covered in these basic rules.

For a small craft to achieve hyperspeed, it must follow a similar procedure to other craft (as listed above) with the exception of the fact that as small craft do not use energy, a small craft may ignore this. However they must still plot their course.

In addition, for a small craft to be able to eligible for hyperspeed travel, they must not be crippled. Fighters must have 1/3 of their damage points remaining.

Fleet Operations:

Sometimes a fleet wishes to travel into hyperspeed together. Reasons for this could include a rag-tap fleet getting their jumping co-ordinates from a central source (a Battlestar perhaps), or a strike force jumping into enemy territory where only the Flag Commander knows the actual location and wishes the entire fleet to arrive in one place at one time.

For this to happen, one ship must be designated as the Hyperspeed Controller. This ship must obey all the normal hyperspeed restrictions as listed above, and in addition must have a function Flag Bridge box.

All other ships must obey normal conditions.

If the Hyperspeed Controller ship ever loses the ability to travel into hyperspeed, then the link to all ships is broken. The individual ships may still continue to jump on their own if possible. If an individual ship loses the ability to jump, then only that ship will not jump.

When working out the Course Plotting, compute the time based on the Hyperspeed Controller only. No other ship or crew has the ability to effect this.

At the time of impulse of jumping, all ships must be facing in the same direction (although speeds need not match). Any ship not facing in the same direction will not jump and will be left behind.

Hyperspeed Travel:

Actual hyperspeed travel rules are beyond the scope of this section, but see the Astronavigation section for more details.

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THE BSG MASTER SHIP CHARTS

THE COLONIAL FLEET

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
The Early Fleet:											
YCVA *Olympia* Class Heavy Carrier	40	6	61	2.00	2	D	25	4	6	6000	
YBB *Agamennon* Class Battleship	30	8	78	2.00	2	D	25	4	0	6000	
YBBS *Agamennon-S* Class Battleship	30	6	68	2.00	2	D	25	4	4	6000	
YBBV *Agamennon-V* Class Battleship	30	6	57	2.00	2	D	25	4	10	6000	
YCC *Lupis* Class Command Cruiser	10	4	29	0.50	4	B	12	4	0	6000	
YCA *Garou* Class Heavy Cruiser	10	3	27	0.50	4	B	12	2	0	6000	
YCL *Canis* Class Light Cruiser	8	2	24	0.50	4	B	10	2	0	6000	
YDD *Avion* Class Destroyer	5	2	17	0.33	4	B	8	2	0	6000	
Patrolboats											
PTR *Sagitara* Class Patrol Ship Rocket	2	0	15	0.33	5	A	5	3	0	6000	N
PTG *Caprica* Class Patrol Ship Gun	2	0	13	0.33	5	A	4	3	0	6000	N
YML *Taura* Class Minelayer	3	0	16	0.33	5	B	5	2	0	6000	ML
YMS *Scorpio* Class Minesweeper	3	0	15	0.33	5	B	4	2	0	6000	MS

The Modern Fleet:

SCS *Helios* Class Warstar	80	10	197	2.00	2	F	40	12	20	7100	16 Asps, SC, CJ
SSCS *Victory* Class Battlestar	118	12	213	2.50	2	E	45	8	18	7342 +	12 Asps, CJ
CVA Battlestars										6500	
CVA Battlestar *Atlantia*	60	6	121	2.00	2	E	30	8	10	6500	8 Asps
CVA Battlestar *Columbia*	60	6	124	2.00	2	E	30	8	10	6500	8 Asps, SC
CVA Battlestar *Galactica*	60	6	122	2.00	2	E	30	8	10	6824	8 Asps
CVC Battlestar *Liburnia*	60	10+	108	2.00	2	E	30	6	4		4 Asps, T
CVA Battlestar *Nova*	60	6	125	2.00	2	E	30	8	10	7098	8 Asps
CVA Battlestar *Pegasus*	60	6	144	2.00	2	E	32	6	10	6819	8 Asps
CVA Battlestar *Poseidon*	60	6	123	2.00	2	E	30	8	10	6939	8 Asps
CVA Battlestar *Rycon*	60	6	122	2.00	2	E	30	8	10	6500	8 Asps
CVA Battlestar *Titania*	60	6	121	2.00	2	E	30	8	10	6720	8 Asps
CVS *Pulsar* Class Gunstar	45	10	116	2.00	2	D	25	5	4	6592	2 Asps

CAD *Teucer* Class Missilestar	45	10	120	2.00	2	D	25	5	4	6600	2 Asps
CA *Spawn* Class Fighting Star	45	10	103	2.00	2	D	25	6	6	6600	4 Asps
BC *Osiris* Class Battlecruiser	45	10	126	2.00	2	D	26	6	7	6480	4 Asps
BC *Osiris* Class Battlecruiser (refit)	45	10	128	2.00	2	D	26	6	7	6650	4 Asps
BC *Maximus* Class Battlecruiser	36	10	93	1.50	2	C	22	5	0	6700	
CVS *Triton* Class Strike Carrier (prototype)	15	12	94	1.50	2	C	22	5	6	6753	4 Asps, SC
CVS *Triton* Class Strike Carrier	12	10	99	1.50	2	C	24	5	8	6758	8 Asps, SC
PBB *Kobol* Class Planetary Bombardment Ship	45	40	129	2.00	2	D	30	5	4	6700	CJ, T
CA *Protector* Class Cruiser	32	8	97	1.50	2	C	24	5	6	6700	4 Asps
CA *Tiger* Class Destroyer	18	10	86	1.50	2	C	24	5	1	6700	2 Asps
CVM *Thera* Class Medium Carrier	20	4	75	1.00	3	C	24	5	8	6850	6 Asps
DD Destroyers										6600	
DD *Libra* Class Destroyer	23	6	74	1.00	3	C	20	4	2		2 Asps
DDD *Leosia* Class Missile Destroyer	23	6	84	1.00	3	C	20	4	2		2 Asps
DDS *Eidolon* Class Destroyer Scout	23	6	74	1.00	3	C	21	4	2		4 Asps, SC
DDV *Aquaria*	23	6	69	1.00	3	C	20	4	4		2 Asps

Class Destroyer Carrier											
DVL *Virgo* Class Destroyer Carrier Leader	30	6	98	1.50	3	D	25	6	10		4 Asps
TF *Hermes* Class Tender										6500	
TF-F Fuel Tender	12	6	53	1.00	3	D	25	2	2		
TF-C Cargo Tender	12	6	53	1.00	3	D	25	2	2		
TF-D Dromedary	12	6	53	1.00	3	D	25	2	2		
TF-R Repair Tender	12	6	62	1.00	3	D	25	2	2		
TF-H Hospital Ship	12	6	53	1.00	3	D	25	3	2		
TF-T Troop Transport	12	6	53	1.00	3	D	25	2	2		T
TF-P Power Ship	12	6	71	1.00	3	D	25	2	2		PS
TF-PF Patrol Ship Tender	12	6	55	1.00	3	D	25	2	2	6500	P
CLE *Ranger* Class Escort	10	2	38	0.50	4	A	10	4	0	6500	2 Asps, SC
CL *Xerxes* Class Light Cruisers										6423	
CL Light Cruiser	10	2	35	0.50	4	B	14	4	2		
CVL Light Carrier	10	2	39	0.50	4	B	14	4	5		1 Asp
CLC Command Cruiser	10	4	37	0.50	4	B	14	6	2		1 Asp
CLS Strike Cruiser	10	2	39	0.50	4	B	15	4	2		
CLD Missile	10	2	41	0.50	4	B	16	4	2		

Cruiser										
CLE Fleet Escort	10	2	36	0.50	4	B	14	4	2		1 Asp
MSL Minesweeper	10	2	42	0.50	4	B	13	4	2		MW, MS
CPL Patrol Cruiser	10	2	39	0.50	4	B	14	4	3		2 Asps
SRL Science Cruiser	10	2	37	0.50	4	B	14	4	2		2 Asps
ATL Armoured Transport	10	2	34	0.50	4	B	14	4	2		
TTL Troop Transport	10	2	42	0.50	4	B	14	4	2		T
CLR Fleet Repair	10	2	35	0.50	4	B	14	4	2		
CSL Scout Cruiser	10	2	40	0.50	4	B	14	4	2		2 Asps, SC
CFL Priority Cruiser	10	2	35	0.50	4	B	14	4	2		
CLO Ore Transport	10	4	42	0.50	4	B	12	4	2		
CLP Power Ship	10	2	39	0.50	4	B	14	4	2		PS
PFL Patrol Ship Tender	10	2	38	0.50	4	B	14	4	-	6423	P
PF Patrolboats											
PF *Pegasi* Patrolboat	2	2	23	0.33	5	A	5	3	1		N
PF *Gryphon* Patrolboat	2	2	23	0.33	5	A	5	3	0.5		N
PF *Hippogriff* Gunboat	2	1	23	0.33	5	A	5	3	0		N

CJ = Conjectual ship, never built, possibly never even intended for construction.

MW = Ship is a minelayer.
MS = Ship is a minesweeper.
N = Nimble ship.
P = True PF Tender
PS = Power ship
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THE BSG MASTER SHIP CHARTS

THE COLONIAL FLEET

Ship	Crew Units	Brdg Parties	BPV	Move Cost	Size Class	Turn Mode	Explos. Str	F&E Cmd	Ftr Flights	Year	Notes

The Early Fleet:

Ship	Crew Units	Brdg Parties	BPV	Move Cost	Size Class	Turn Mode	Explos. Str	F&E Cmd	Ftr Flights	Year	Notes
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YBB Agamennon Class Battleship	30	8	78	2.00	2	D	25	4	0	6000	
YBBS Agamennon-S Class Battleship	30	6	68	2.00	2	D	25	4	4	6000	
YBBV Agamennon-V Class Battleship	30	6	57	2.00	2	D	25	4	10	6000	
YCC Lupis Class Command Cruiser	10	4	29	0.50	4	B	12	4	0	6000	
YCA Garou Class Heavy Cruiser	10	3	27	0.50	4	B	12	2	0	6000	
YCL Canis Class Light Cruiser	8	2	24	0.50	4	B	10	2	0	6000	
YDD Avion Class Destroyer	5	2	17	0.33	4	B	8	2	0	6000	
Patrolboats											
PTR *Sagitara* Class Patrol Ship Rocket	2	0	15	0.33	5	A	5	3	0	6000	N
PTG *Caprica* Class Patrol Ship Gun	2	0	13	0.33	5	A	4	3	0	6000	N
YML *Taura* Class Minelayer	3	0	16	0.33	5	B	5	2	0	6000	ML
YMS *Scorpio* Class Minesweeper	3	0	15	0.33	5	B	4	2	0	6000	MS

The Modern Fleet:

Ship	Crew Units	Brdg Parties	BPV	Move Cost	Size Class	Turn Mode	Explos. Str	F&E Cmd	Ftr Flights	Year	Notes
SCS Helios Class Warstar	80	10	197	2.00	2	F	40	12	20	7100	16 Asps, SC, CJ

SSCS Victory Class Battlestar	118	12	213	2.50	2	E	45	8	18	7342+	12 Asps, CJ
CVA Battlestars										6500	
CVA Battlestar *Atlantia*	60	6	121	2.00	2	E	30	8	10	6500	8 Asps
CVA Battlestar *Columbia*	60	6	124	2.00	2	E	30	8	10	6500	8 Asps, SC
CVA Battlestar *Galactica*	60	6	122	2.00	2	E	30	8	10	6824	8 Asps
CVC Battlestar Liburnia	60	10+	108	2.00	2	E	30	6	4		4 Asps, T
CVA Battlestar *Nova*	60	6	125	2.00	2	E	30	8	10	7098	8 Asps
CVA Battlestar *Pegasus*	60	6	144	2.00	2	E	32	6	10	6819	8 Asps
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CVA Battlestar *Titania*	60	6	121	2.00	2	E	30	8	10	6720	8 Asps
CVS Pulsar Class Gunstar	45	10	116	2.00	2	D	25	5	4	6592	2 Asps
CAD Teucer Class Missilestar	45	10	120	2.00	2	D	25	5	4	6600	2 Asps
CA Spawn Class Fighting Star	45	10	103	2.00	2	D	25	6	6	6600	4 Asps
BC Osiris Class Battlecruiser	45	10	126	2.00	2	D	26	6	7	6480	4 Asps
BC Osiris Class Battlecruiser (refit)	45	10	128	2.00	2	D	26	6	7	6650	4 Asps
BC Maximus Class Battlecruiser	36	10	93	1.50	2	C	22	5	0	6700	
CVS Triton Class Strike Carrier (prototype)	15	12	94	1.50	2	C	22	5	6	6753	4 Asps, SC
CVS Triton Class Strike Carrier	12	10	99	1.50	2	C	24	5	8	6758	8 Asps, SC
PBB Kobol Class Planetary Bombardment Ship	45	40	129	2.00	2	D	30	5	4	6700	CJ, T
CA Protector Class Cruiser	32	8	97	1.50	2	C	24	5	6	6700	4 Asps
CA Tiger Class Destroyer	18	10	86	1.50	2	C	24	5	1	6700	2 Asps
CVM Thera Class Medium Carrier	20	4	75	1.00	3	C	24	5	8	6850	6 Asps
DD Destroyers										6600	
DD *Libra* Class Destroyer	23	6	74	1.00	3	C	20	4	2		2 Asps
DDD *Leosia* Class Missile	23	6	84	1.00	3	C	20	4	2		2 Asps

Destroyer											
DDS *Eidolon* Class Destroyer Scout	23	6	74	1.00	3	C	21	4	2		4 Asps, SC
DDV *Aquaria* Class Destroyer Carrier	23	6	69	1.00	3	C	20	4	4		2 Asps
DVL Virgo Class Destroyer Carrier Leader	30	6	98	1.50	3	D	25	6	10		4 Asps
TF Hermes Class Tender										6500	
TF-F Fuel Tender	12	6	53	1.00	3	D	25	2	2		
TF-C Cargo Tender	12	6	53	1.00	3	D	25	2	2		
TF-D Dromedary	12	6	53	1.00	3	D	25	2	2		
TF-R Repair Tender	12	6	62	1.00	3	D	25	2	2		
TF-H Hospital Ship	12	6	53	1.00	3	D	25	3	2		
TF-T Troop Transport	12	6	53	1.00	3	D	25	2	2		T
TF-P Power Ship	12	6	71	1.00	3	D	25	2	2		PS
TF-PF Patrol Ship Tender	12	6	55	1.00	3	D	25	2	2	6500	P
CLE Ranger Class Escort	10	2	38	0.50	4	A	10	4	0	6500	2 Asps, SC
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CVL Light Carrier	10	2	39	0.50	4	B	14	4	5		1 Asp
CLC Command Cruiser	10	4	37	0.50	4	B	14	6	2		1 Asp
CLS Strike Cruiser	10	2	39	0.50	4	B	15	4	2		
CLD Missile Cruiser	10	2	41	0.50	4	B	16	4	2		
CLE Fleet Escort	10	2	36	0.50	4	B	14	4	2		1 Asp
MSL Minesweeper	10	2	42	0.50	4	B	13	4	2		MW, MS
CPL Patrol Cruiser	10	2	39	0.50	4	B	14	4	3		2 Asps
SRL Science Cruiser	10	2	37	0.50	4	B	14	4	2		2 Asps

ATL Armoured Transport	10	2	34	0.50	4	B	14	4	2		
TTL Troop Transport	10	2	42	0.50	4	B	14	4	2		T
CLR Fleet Repair	10	2	35	0.50	4	B	14	4	2		
CSL Scout Cruiser	10	2	40	0.50	4	B	14	4	2		2 Asps, SC
CFL Priority Cruiser	10	2	35	0.50	4	B	14	4	2		
CLO Ore Transport	10	4	42	0.50	4	B	12	4	2		
CLP Power Ship	10	2	39	0.50	4	B	14	4	2		PS
PFL Patrol Ship Tender	10	2	38	0.50	4	B	14	4	-	6423	P
PF Patrolboats											
PF *Pegasi* Patrolboat	2	2	23	0.33	5	A	5	3	1		N
PF *Gryphon* Patrolboat	2	2	23	0.33	5	A	5	3	0.5		N
PF *Hippogriff* Gunboat	2	1	23	0.33	5	A	5	3	0		N

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THE CYLON FLEET

Ship	Crew Units	Brdg Parties	BPV	Move Cost	Size Class	Turn Mode	Explos. Str	F&E Cmd	Ftr Flights	Year	Notes
YSCS *Styx* Class Early Baseship	25	8	80	3.00	2	F	30	4	12	6000	
DND *Warstar* Class Dreadnought	30	10	182	4.00	2	F	45	4	6	6500	
SCS *Hades* Class BaseShips										6600	
SCS Standard Baseship	30	10	143	3.00	2	F	40	6	18		
SCS Upgunned Baseship	30	10	147	3.00	2	F	40	6	18		
SCS Anti-Ship Baseship	30	10	152	3.00	2	F	40	6	18		
SCS Scout Baseship	30	10	146	3.00	2	F	40	4	18		SC
SCS Minelayer Baseship	30	10	159	3.00	2	F	40	6	18		MW, MS
SCS Planetary Bombardment Baseship	30	10	173	3.00	2	F	40	6	18		
SCS Troop Transport	30	10+	147	3.00	2	F	40	6	18		T
CA *Lethe* Class Half Ship	15	6	76	1.50	3	F	25	4	9	6600	
CA *Fenrir* Class Attack Star	15	6	80	1.50	3	D	25	4	9	6700	
CAS *Proteus* Class Patrol Star	12	6	88	1.50	3	D	20	4	5	6800	SC
AC Asteroid Ships										6400	
ACA Asteroid Ship	15	10	130	3.00	2	E	30	4	10		
ACL Light Asteroid Ship	10	8	95	2.00	3	D	20	3	5		
ACS Scout	10	8	96	2.00	3	D	20	3	5		SC
ACT Supply Transport	10	5	80	2.00	3	D	20	3	2		
TKR *Cylon* Class Tanker											
TKR Tanker	2	0	18	0.50	4	C	5	0	1		

TKR Armed Tanker	2	0	20	0.50	4	C	5	0	1
TKR Fighter-less Tanker	2	0	17	0.50	4	C	5	0	0
TKR Fighter-less Armed Tanker	2	0	19	0.50	4	C	5	0	0
TKV Fighter Carrier	2	1	22	0.50	4	C	5	0	3
TKP Power Ship	2	1	36	0.50	4	C	5	0	1
TKR-Q Q-Tanker	4	2	28	0.50	4	C	5	0	2

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THE VARIANT RULES

Here is a small collection of variant rules that can be used to add spice to a game, or just to change game balance...

Cylon Fighters:

Some feel that the Cylon fighters are just too powerful. They outnumber the Colonials in nearly every game, yet the Colonials never seem to get that much of an advantage (if any), and they are supposed to be able to fight with two to one odds as normal.
Well, to get back this feel, you could try making Cylon pilots of green experience. This will give them a +1 to hit others on the fighter flight table, and will also make others hit them on a -1.
This will certainly reduce the amount of damage that they will inflict, and give the Colonials more of a chance.

This can be applied to all scales of combat, although if using the other systems, then they have their own rules for this.

Fighter Bays and Damage:

Another concern I have is with damage to a ships fighter bays. It is all to easy to strip a Basestar off its weapons and ability to fight, but you always end up with the huge amount of fighter bays left to absorb damage.
If you too feel that this is a problem, then I suggest that Empty fighter bays can be hit by Centre Hull hits (or any hull hits if you prefer).

Reconfiguring Phasers:

I am not sure if the Galactica does have any heavy lasers - I know it can reconfigure its weapons (such as in *"Messages from Terra"*), but in the *"Hand of God"* I think it does the same thing again.

In which case for every full group of four phasers 3 that are reconfigured, the Battlestar gets to have the equivalent of one phaser 1. If any of the phasers 3 are destroyed, then that group reverts back to phaser 3's next turn. reconfiguring takes one full turn, during which all phasers being reconfigured cannot fire. Reconfiguring must be done in groups of 4, and all must be done at the same time.

Obviously if this is done, then the optional rule about phaser-3s should be in force. Cylons should also get this option.

Fighters vs Missiles:

Fighters may be used to attack and destroy missiles/drones. This is done as per normal, although a single fighter may only destroy a single missile, so if a fighter flight attacks a group of missiles, roll the amount of damage that the flight would do as normal and then apply this to the missiles being shot at. If an amount of missiles would be destroyed equalling more than there are fighters in the flight, then the extra destroyed missiles are not destroyed at all and contimue to function.

Cylon Baseship rotation:

A Cylon Baseship does not have conventional front and sides as does a normal ship like a Battlestar, instead the ship as whole rotates while it moves, just like a base does.

As such, a Baseship may rotate, just like a base (C3.7), usually with a rate of 2. This rate is not variable, and a Baseship either rotates or it does not, although if you are using this rule, then all Baseships rotate and never stop until they are destroyed. I have been studying the order of movement tables, and this rotation will happen *after all* other movement, except for some exceptions (C1.313).

A rotating Baseship does complicate fire arcs and such a bit, but that is all part of the fun!

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VARIANT SHIELD RULES

There are those who believe that the ships in **Battlestar Galactica** have shields - shields in the sense of energy fields being able to absorb and deflect energy blasts. Personally, I am not one of these people - when a ship is hit, it gets hit, there is no fancy force field to protect the ship. However, it should be noted that the armour on a ship does have shield like properties. When a ship gets hit, the energy is spread across a much wider area of the hull than was hit, and this allows the armour to radiate the captured energy back into space. So ships do have shield like properties. Armour though, is not as strong as normal **SFB** shields and you certainly can not repair it by throwing energy at it.

If however, you are someone that thinks that the ships should have shields, then this variant ruling is for you.

Ships which have shields:

Nearly all ships may have shields. Any ship which has a Excess Damage rating may have shields. This means that all fighters and shuttles will not have shields. Whilst in reality they may do, they are already included within the crafts damage points and will not come into play further.
Ground bases do not have shields.

If however, you are using the Large Scale Fighter rules then fighters and shuttles will have shields that will come into play. Treat these craft as being Warships.

Shield Strengths

All shield ratings are based on the Excess Damage amount. Use the following table to determine the exact amount of shield boxes a particular ship will have. The table lists a shield facing as a mulitplier. Simply multiply the Excess Damage boxes by the shield facing multiplier to get the final amount of shield boxes for the appropriate side.

Round all fractions up.

	Shield Facings			
Ship Type	**1**	**2,6**	**3,5**	**4**
Civilian Ship	1x	1x	1x	1x
Warship	1.5x	1.5x	1.25x	1x
Rotating Warship *	1.5x	1.5x	1.5x	1.5x

* This only applies to warships that rotate - like Cylon Baseships, Attack Stars, Half Ships, Patrol ships and the like. Cylon Tankers are treated like normal warships. Space stations may also use these values.

A shield box adds +2 to the ships BPV (much like an Armour point in the Ship Design Guidelines).

Some Examples:

Ship Type	**Excess Damage**	***Shield Facings***				
		1	**2,6**	**3,5**	**4**	**BPV**
Colonial Battlestar	9	14	14	12	9	+15
Colonial Light Cruiser	4	6	6	5	4	+6.5
Cylon Baseship	9	14	14	14	14	+17

This amount of shield boxes is still a lot less than perhaps some people want. However, when you study the **Battlestar Galactica** films, these ships do take a lot of damage, and actual physical damage. These numbers give some ships more of a chance to hang on, and the shields as a whole do add a lot to ship survivability, especially when you remember that they can be repaired, strengthened and the like. If you do use shields, then I reccomend that you also use the Optional (D3.6) Leaky Shields Rule.

Shields in Operation:

Shields function exactly like those in normal **SFB**. They take energy to put up and maintain, they absorb incoming damage, they can be repaired, and they can have reserve power applied to strengthen them. Ships with over five shield boxes do have a minimal shield rating.

Shields cost energy to maintain as normal. This is based on the following table:

Size Class	**Minimum**	**Full**	**Total**
1 (Starbases)	2	5	= 7
2 (Battlestars, Baseships)	1	3	= 4
3 (Destroyers, Half Ships)	1	1	= 2
4 (Light Cruisers)	0.5	0.5	= 1
5 (Patrol Ships)	0.5	0.5	= 1

If a ship only has 5 or less shield boxes *on all sides*, then they only ever pay the minimum shield power rating.

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ANNEX UPDATES

ANNEX #5B: HULL TYPE CLASIFICATIONS

ACA	Cylon Asteroid Ship, Heavy
ACL	Cylon Asteroid Ship, Light
ACS	Cylon Asteroid Ship, Scout
ACT	Cylon Asteroid Ship, Transport
ATL	Armoured Transport, Light
BC	Battlecruiser
CA	Cruiser, Heavy
CAS	Cruiser, Heavy Scout
CFL	Cruiser, Light Priority
CL	Cruiser, Light
CLC	Cruiser, Light Command Ship
CLD	Cruiser, Light Missile
CLE	Cruiser, Light Escort
CFL	Cruiser, Light Priority
CLP	Cruiser, Light Power
CLO	Cruiser, Light Ore Carrier
CLR	Cruiser, Light Repair
CLS	Cruiser, Light Strike
CPL	Cruiser, Light Patrol
CSL	Cruiser, Light Scout
CVA	Carrier, Heavy
CVC	Carrier, Commando, Troop Transport
CVL	Carrier, Light
CVS	Carrier, Medium
CVS	Carrier, Strike
DD	Destroyer
DDD	Destroyer, Missile
DDS	Destroyer, Scout
DDV	Destroyer, Carrier
DN	Dreadnought
DND	Dreadnought, Drone
DVL	Destroyer, Carrier Leader
F?-S	Freighter, Small
F?-L	Freighter, Large
FP	Freighter, Pirate

GBAL	Ground Base, Anti-Assault Laser Battery
GBAM	Ground Base, Anti-Assault Missile Battery
GBCC	Ground Base, Cylon Command Base
GBFD	Ground Base, Fighter Defence Base
GBMF	Ground Base, Medium Fighter Base
GBSF	Ground Base, Small Fighter Base
MSL	Minesweeper, Light
PBB	Planetary Bombardment Ship
PF	Patrol Ship
PFL	Cruiser, patrol Ship Tender
PTG	Early Patrol Ship, Gun
PTR	Early Patrol Ship, Rocket
SCS	Space Control Ship, Usually Refers To The Cylon Baseship (All Variants)
SRL	Science Vessel, Light
SSCS	Super Space Control Ship
TF	Fleet Tender
TF-C	Fleet Tender, Cargo Carrier
TF-D	Fleet Tender, Dromedary (Cargo and Fuel Carrier)
TF-F	Fleet Tender, Fuel Carrier
TF-H	Fleet Tender, Hospital Ship
TF-P	Fleet Tender, Power Ship
TF-PF	Fleet Tender, Patrol Ship Tender
TF-R	Fleet Tender, Repair Ship
TF-T	Fleet Tender, Troop Transport
TKR	Cylon Tanker, Comes in a variety of types
TKP	Cylon Tanker, Power Ship
TKV	Cylon Tanker, Fighter Carrier
TTL	Troop Transport, Light
YBB	Early Battlesship
YBBS	Early Battlesship, Strike
YBBV	Early Battlesship, Carrier
YCA	Early Heavy Cruiser
YCC	Early Command Cruiser
YCL	Early Light Cruiser
YCVA	Early Heavy Carrier
YDD	Early Destroyer
YML	Early Minelayer
YMS	Early Minesweeper
YSCS	Early Space Control Ship (Baseship)

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ANNEX UPDATES

ANNEX#7B: SHIPS ABLE TO LAND ON PLANETS

Gravity:	None
Aerodynamic:	Fighters, Cylon heavy fighters
Powered landings:	General: All civilian ships, shuttles, yachts

ANNEX#7E: DAMAGE CONVERSION CHART

[Also, the full Annex #7E should be used as well]

Chart Result	**Scored as**
Any Wpn	Any weapon, fighter
APR	APR, B-APR
Control	Bridge, Flag, Aux Con, Emergancy Bridge
Torp	Missiles, Phaser 1, Phaser IV

ANNEX#7G, #7N: CARRIER INFO AND MISSILE RELOADS

Notes on Annex #7G

Admin shuttles only includes admin shuttles, not special types or attack shuttles
Ftrs = Fighter flights / Asps
Bays = Launch tubes for fighter flights / launch tubes for Asps / Shuttle hatches
Store = amount of cargo points for missile storage

* Has extra deck crews

ANNEX#7K: CARGO SPACE POINTS

Item	**Space cost**
Colonial missile	5
Cylon missile	1
Mini missile	0.5
Rocket	0.5
Cobra missile	0.5
Boa smart bomb	0.5

Small mine	2
Large mine	4

ANNEX #9: COST OF REPAIR CHART

[Also, the full Annex #9 should be used as well]

Item	**Repair cost**
Colonial Missile launcher	4
Cylon Missile Launcher	3
Yacht sized missile/rocket launcher	2

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ANNEX UPDATES

ANNEX #10: TACTICAL HULL INTELLIGENCE

Colonial Ships:

SSCS	Battlestar *Excaliber*
SCS	Warstar
CVA	All Battlestar variants[*1]
CVS Gunstar	Gunstar, Missilestar, PBB
CA Fighting Star	
CVS Triton	*Triton*, prototype
BC	*Osiris*, *Osiris* refit
CA *Protecter*	
CA *Tiger*	
TF	All variants[*1]
DVL	
CVM	
DD	DD, DDV, DDD, DDS
CLE *Ranger*	
CL	CL, CLC, CLD, CLE, CFL, CVL, CLR, CLS, CPL, MSL, SRL, TTL, ATL, PFL

Patrol Boats	*Gryphon*, *Hippogriff*, *Pegasi*
Fighters	Viper[*2]

YBB	YBBS, YBBV
YCVA	
YCA	YCA, YCC
YCL	
YDD	
Fighters	*Scarab* Viper

Cylon Ships:

DN	DND
SCS	All baseship variants
CAS	
ACA	
ACL	ACL, ACS, ACT[*1]
CA	Half Ship, Attack Star
Tanker	All variants
Fighters	Raiders[*3]
Heavy Fighters	Heavy Raider, Scout Raider, Minelayer, *Ringlord*, *Stalker*

YSCS	
Fighters	Early Raider

Other Ships:

FP-S	F-S

Apep Pirate Cruiser, *Firebird* Pirate Cruiser - as Colonial CL.
All civilian craft are unique.
All Skafraxian craft are unique.

[*1] Ships of this group may only be distingushed from each other by their actions (eg, how many fighters they launch), or by boarding them.
[*2] *Starhound* Vipers and *Asps* are identical in appearance.
[*3] Cylon Raiders, *Wraiths* and Ghost Fighters are identical in appearance. Death squads are not a fighter type.

Power ships are always identified at Level C intelligence.

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THE CIVILIAN MERCHANT FLEET

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
F-S Small freighter	1	0	14	0.33	4	C	2	0	0		
F-AS Armed small freighter	1	0	15	0.33	4	C	2	0	0		
F-L Large freighter	2	0	26	0.50	4	D	5	0	0		
F-AL Armed large freighter	2	0	27	0.50	4	D	5	0	0		
F-OL Large ore freighter	2	0	40	1.00	3	E	5	0	0		
F-AO Armed large ore freighter	2	0	41	1.00	3	E	5	0	0		
F-RS Small repair freighter	10	2	17	0.33	4	C	2	0	0		
F-ARS Armed small repair freighter	10	2	18	0.33	4	C	2	0	0		
F-RL Large repair freighter	20	4	31	0.50	4	D	5	0	0		
F-ARL Armed large repair freighter	20	4	32	0.50	4	D	5	0	0		
APT Armed priority Transport	4	2	16	0.20	4	C	5	0	0		
FT Free Trader	3	2	24	0.50	4	C	6	0	0		
F-PS Small phaser freighter	8	4	21	0.33	4	C	2	0	0		
F-PL Large phaser freighter	12	6	38	0.50	4	D	5	0	0		
STS Small tramp steamer	3	0	16	0.33	4	C	4	0	0		
PL *Sunset* Class Passenger Liner	7	10	51	2.00	3	F	10	0	0		
RES *Scout* Class Deep Space Research Ship	5	2	37	0.50	4	B	4	0	0		1 Asp
AS *Livery* Class Agro Ship Ship	1	-	20	0.50	4	E	5	0	0		
ASL *Deliverance* Class Super Agro Ship	4	-	43	2.00	2	E	10	0	0		
HSPT *Zephyr* Class High Speed Priority Transport	2	6	22	0.33	4	A	4	0	0		

CJ = Conjectual ship, never built, possibly never even intended for construction.
MW = Ship is a minelayer.

MS = Ship is a minesweeper.
N = Nimble ship.
PS = Power ship
SC = Scout ship
T = Designated troopship able to have extra commandos and heavy weapon squads.

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THE BSG MASTER SHIP CHARTS

PIRATE SHIPS

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
FP-S Small Pirate Freighter	2	10	16+	0.50	4	C	4	0	0		
CL *Apep* Pirate Cruiser	10	10	36	0.50	4	B	14	2	4	7192	
CL *Firebird* Pirate Cruiser	10	6+	45	0.50	4	B	14	4	0		

CJ = Conjectual ship, never built, possibly never even intended for construction.
MW = Ship is a minelayer.
MS = Ship is a minesweeper.
N = Nimble ship.
PS = Power ship
SC = Scout ship
T = Designated troopship able to have extra commandos and heavy weapon squads.

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THE BSG MASTER SHIP CHARTS

OTHER SHIPS

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
CA Skafraxian Defence Cruiser	15	4	28	0.75	3	D	14	2	0	7100	

CJ = Conjectual ship, never built, possibly never even intended for construction.
MW = Ship is a minelayer.
MS = Ship is a minesweeper.
N = Nimble ship.
PS = Power ship
SC = Scout ship
T = Designated troopship able to have extra commandos and heavy weapon squads.

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THE BSG MASTER SHIP CHARTS

GROUND BASES

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
GBSF	6	2	15	NA	5	NA	0	0	2		
GBMF	10	2	21	NA	5	NA	0	0	5		
GBFD	4	2	13	NA	5	NA	0	0	0		
GBAL	4	2	18	NA	5	NA	0	0	0		
GBAM	4	2	28	NA	5	NA	0	0	0		
GBCC	4	2	13	NA	5	NA	0	0	0		

CJ = Conjectual ship, never built, possibly never even intended for construction.
MW = Ship is a minelayer.
MS = Ship is a minesweeper.
N = Nimble ship.
PS = Power ship
SC = Scout ship
T = Designated troopship able to have extra commandos and heavy weapon squads.

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THE TIMELINE

??	The beings from the Ship of Lights intervene in human development
0	Mankind founded on Kobol
-1000c	Prehistory of Kobol
1000-2100	Age of Philosphers
	Oral traditions of the Thirteen Tribes of Man written down to form the Book of the Word. Books of the Lords of Kobol written, as are other holy texts.
2200c	Industrial age bgeins on Kobol.
3495c	Exodus from Kobol.
3500c	Twelve Colonies of the Three Suns founded. Era of Darkness begins.
5269	Space travel reinvented on Caprica. First man orbits Caprica.
5284	First lunar landing on moon of Caprica.
5287	First satellites record data from planet Piscera. Capricans discover human life outside their world. Later probes validate this theory and discover that eleven other worlds among the three star systems are inhabited. Initial shock sets back space travel several yahrens as no further activity is taken.
5301-5770	The Sunlight Days
5288-5301	Further study concludes that all languages and cultures are similar enough to be derived from a common root and that the ancient legends claiming a motherworld and an exodus are true. Interest rekindled in making contact with their lost brothers.
5301	Capricans initiate first contact with Sagitara whose civilisation, minus space travel, is as advanced as theirs.
5598	Full contact amongst Twelve Colonies restored and trade networks flourish.
5770-5788	The Unification War
5770	Supralight drive invented. Deep star exploration begins. With the discovery of other planets, new colonies are formed, and alien contact occurs.
5770-6293	The Long Peace
5788	Quorom of the Twelve established. Colonies under a united government.
5950	Cybernetic revolt. Colonial Code passed limiting artificial intelligence.

	Caprica most fervent in implementing guidelines.
6200c	Last of the Reptilian Cylons die out leaving the Robot Cylons behind.*

The Thousand Yahren War

6293	Onset of War
6293	Great Cylon War begins when Colonial forces aid Hasaris.
6295	Colonial expeditionary fleet destroyed. Hasaris race exterminated by Cylons.
6298	First Cylon invasion of the Twelve Worlds stopped in its tracks.
6400	Middle Stages of the War
6400	With the war progressing, many outer outposts and penal colonies start to be abandoned or forgotten.
6423	The Colonial Light Cruiser enters service
6500	The Colonial Battlestars enter service
6510	The Colonial Heavy Carriers are retired from service
6550c	Withdrawal of Colonial *Scarab* fighters from service
6592	Colonial Gunstars enter service
6600	Colonial Destroyers enter service Newer Cylon Baseships start to appear. The Battlestar *Atlantis* is sent out on a mission to find the lost Thirteenth Tribe. After setting off, the *Atlantis* is never heard from again.
6819	Battlestar *Pegasus* commissioned.
6824	Battlestar *Galactica* commissioned.
7160	The Cylons attack and dominate the planet Tucan. For two yahrens the Tucana will be slaves until the Colonials destroy the Cylon attack force.
7200	Current Setting of this Game.
7240	Battle of Sagitara. A lone Cylon Baseship attacks the planet Sagitara, but is stopped by the Battlestar *Cerebus*.
7300	Final Stages of the War
7312	Battle of Casmoro Acapellico. Fourth Fleet almost destroyed
7322	Cylon attack on Umbra, Caprica.
7327	Battle of Jol'Trata. Battlestar *Pegasus* badly damaged.
7330	Battlestar *Galactica* destroys Cylon outpost on Naytar.
7335	The Cylons destroy the Delphian Empire and exterminate all 50 million beings there.
7341	Battle of Molecay. The Fifth Fleet lost in action.
7341-	The Exodus

7342	Peace Conference with the Cylons fails. Twelve Colonies destroyed. *"Saga of a Star World"* The Battlestar *Galactica* heads into deep space with a ragtag fleet to find the missing thirteenth colony
7343	Battle of Gomoray. Battlestar *Pegasus* presumed destroyed *"The Living Legend I & II"*
7344	Galactica encounters Count Iblis. *"War of the Gods I & II"* The Battlestar *Galactica* discovers the planet Terra. *"Message from Terra"*
7345	Battlestar *Galactica* destroys Cylon Baseship. *"The Hand of God"*

* This date is not known to Colonial man, and only one human knows it - Baltar, after the destruction of the Colonies. It should be kept from role-playing players.

For more details on this timeline, see here.

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THE FOUNDING OF THE COLONIES

The people who were to become the Colonials, evolved on the planet of Kobol.

Little is actually known about Kobol and the people who lived there. Not many actual recorded facts exist on the planet, and nearly everything about it is known only through ancient writings and texts that have been handed down and copied over the millenia. The location has certainly been lost. From what is known, this lack of information is intentional, a message to the Colonials not to make the same mistakes their ancestors did.

Some of the religious texts that are used today were written before Kobol was doomed though, and these texts have been handed down through the millenia. These texts were a blue print of how man should live, but one that is and was constantly ignored by those who they were created to guide.

Human life evolved on Kobol. This much is known. Life was good, and the humans there developed space travel and a high level of technology. However, they became a wasteful people, and did not care for their planet. Waste piled up, the air and seas became polluted, and many species of animals died out.

The end result was that the planet was doomed to an ecological disaster and all life on the planet would be doomed. For some reason, the people of Kobol did not really care about this, nor act on it until it was almost too late. Some writings also say that the star that Kobol revolved around was unstable as well, which may explain why the people of the planet did not care about what happened to it. They became a doomed race, almost literally.

However they did act, and they built great space arks to transport the majority of their population to other worlds, and they set out across the galaxy in search of a new home. This they found in the way of a system which had twelve habitable planets circling three stars, and it was here that the Twelve Tribes of Kobol settled, and these worlds were to become the Colonies.

Kobol was ruled by thirteen tribes, but the thirteenth did not follow the other twelve. Instead, it left Kobol before the other tribes and went it is own way. Ancient writings do not tell much of the planet that the Thirteenth went to, only that it is a far away blue-green planet orbiting a yellow star, and the planet is called 'Earth'. Why this tribe went its own way, and why it went to 'Earth' is unknown, even to the ancient texts.

Once the twelve tribes landed, they turned on the technology that had saved and corrupted them - destroyed it along with the great arks - and returned to a very simple life without it. Most records of the time before this were also destroyed or lost, and soon Kobol was just a legend and a myth.

It took several hundred yahrens for this technology to begin to be rediscovered.

Separated for two millennia, the different colonies developed sharply contrasting cultures. The Aerians quickly separated into a number of hostile groups, and their colony was torn by petty wars among them for hundreds of yahren.

The Gemons, blessed with a fertile planet and a gentle climate, devoted their lives to the pursuit of art, music and pleasure.

On cold and bleak Scorpio, political tyranny ruled the people to create an emotionally bland and oppressed people.

The Sagittarians became a contemplative people, and through the modern era produced humankind's greatest philosophers, while the practical Capricans retained much more of the ancient scientific learning than the other colonies.

Consequently, it was the Capricans who led humankind into the scientific renaissance during the fifth millennium. Space flight was rediscovered, and with it, the door was opened to establishing contact between the colonies once more.

However the initial fact that there was life outside Caprica was an initially shock that actually caused the space program to be halted for a period, whilst the impact of this discovery could be conceived.

It would take another couple of hundred yahrens for all the Colonies to be re-contacted with each other, but once cultural differences were sorted out, trade and help would be forthcoming amongst the various worlds, and a new era of peace and prosperity would be established.

Unfortunately, one of the 'cultural differences' would actually be what historians have dubbed the Unification War. Up until this point, all the Colonies had developed with their own governments, cultures and way of doing things. As such, many misunderstandings would occur before the Colonies reunited, and as a result of this, there would be many small skirmishes between the various planets. None of this could be called a war as such, and indeed most of the action would take place within the political theatres, but sometimes it spilled out, and a lot of lives would be lost before the Quorum of Twelve could be established, ending the strife and bringing on a new era of peace and prosperity.

During the sixth millennia, with technology at its peak, the colonies slowly developed supralight drive and started to launch probes and expeditions to explore the galaxy that they lived in, and it was then that the colonies established new settlements on other planets and asteroids, and made peaceful contact with intelligent life from other worlds.

Some of the races that were contacted by the Colonials included the Hasaris, a peaceful amphibious race, and the Orions, traders and merchants, making and selling goods. They used their own money but became very important to the Colonials, providing technology and luxury goods.

It was during this time that a central Colonial Government was established.

This happy time is remembered as the Long Peace, although with the advent of extra outposts and trading links, piracy soon got itself wired up, and the Colonial Fleet had to be developed to try and counter this threat.

The Colonials technology became greater, and artificial intelligence was soon common place, the goal being that of robots doing all the boring and dangerous jobs that society did not want to do. However this backfired when the computers and robots revolted against their human masters.

A short 'war' against the machines was instigated, and when the revolt was finally put down, the Colonial Code was passed, limiting the sort of intelligence that could be programmed into a computer, and effectively meaning the end of AI for the Colonies. While each world was free to define exactly what that meant, Caprica was the harshest in it is ruling, and had to be restrained from banning computers all together. Scopria on the other hand, was the least firm in implementing the Code, and continued to use robots and artifical intelligence to almost the same levels as before.

The Thousand Yahren War

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THE THOUSAND YAHREN WAR

The war with the Cylons started when the Colonials received a distress call from their alien allies - the peace loving Hasaris - who were under attack from a race known as the Cylons.
It is not known why the Cylons attacked the Hasaris, but a generally held belief is that the Cylons percieved them as a threat of some kind, either as to Cylon expansion, or as a race that would attempt to curb Cylon intentions. Either way, the Cylons decided that they couldn't be allowed to exist, and thus in typical fashion decided to remove them - permantently.

This started out by the Cylons simply attacking civilian ships and lone warships in a pirate style series of raids, but then when the Hasaris started defending their convoys and ships, the Cylons sent in Baseships with the edict of extermination. The Hasaris tried to defend themselves as best they could, but they were simply no match for the size of the Baseships and the sheer numbers of Raiders that the Cylons could throw at them.

The Colonials sent aid, in the form of a large battle fleet, to help defend the Hasaris from the robotic invaders, and were horrified to learn first hand of the brutality of the Cylon fleet and their ships capabilties. Whilst it was clear from the start, that even flying outmoded equipment, Colonial pilots were superior to their Cylon counterparts, the Cylons could employ far greater numbers than the Colonials could even dream off. And skill alone couldn't fend off the Cylon fleet.

In the span of two yahrens, the Colonial Fleet, and the Hasaris race, were destroyed. Humans could outfly Cylon Raiders in any battle, but they would never be able to match sheer numbers, nor the destructive power of the Cylon Baseships.

Because of this intervention, the Cylons learned about Humanity, and felt that it too, constituted a major threat to their well being and their order of the Universe, and thus had to be removed. There could be no chance for peace or negotiation. Only the complete extermination of the Human race would satisfy the Cylons. Exactly what had happened to the Hasaris.

The Cylons moved on the Colony worlds, and the war began in earnest.

Onset of War:

The war went badly for the Colonials. Not having learnt as much of the Cylons as the Cylons had of the Colonials, they were unprepared for the all out nature of the Cylon assaults. As the Cylons wanted the Colonials exterminated, prisioners were not taken, unless the Cylons needed information, and then the prisioners were teminated afterwards. Outposts were destroyed, civilians butchered without mercy.

The Colonial Fleet was not up to the task of stopping the Cylon might completely. While Colonial pilots fought bravely - and always outnumbered - there were simply too many Cylons, and the early ships of the line were not up to the task of taking on the Cylon Baseships.

However one thing that the Cylons hadn't counted on, was the human tenacity and refusal to bow out and allow themselves to be killed. This meant that Cylon advances were never as great as they should have been, and the Colonials hung on, something the Cylons could never understand.

However the Cylons were stopped. In their arrogance, they couldn't believe that the Colonials could stop them - maybe slow them, but not stop, and they launched an all out invasion of the Colony Worlds. The Colonials had not only anticipated this attack, they stopped it dead and had the Cylons running.

Middle Stages of the War:

The middle stages saw the most action and the least conquest. The Colonials had some initial breathing space as the Cylons decided how to react to the humans recklessness and backed off to mere probing attacks instead of all out assaults.

Another reason for the Cylons pulling back, was that the Colonial destruction was not the sole plan of the Cylons. They had an Empire to forge out, a galaxy to explore, other races to contact, and be ordered into the Cylon Empire or enslave or destroy. The Cylons did venture out far into the galaxy, further out then the Colonials ever imagined or did themselves, but it is not known just how far they went or how many races they contacted. They did ally themselves to some races, and it has never been made clear what constitutes a threat to Cylon Order.
It is due to this that the entire Cylon fleet was never actually employed against the Colonials, which was a good thing, as the Colonials would never have stood a chance.

The Colonials however, put this breathing space to good use. They overhauled their fleet, firstly building the new light cruisers to escort the ageing Heavy Carriers and other ships of the line, before retiring them when the Battlestars entered service. Other ship types soon followed, as did the Viper fighter.

Despite the fact that the Colonials were now on a war footing, one of the first Battlestars produced - the *Atlantis* was sent out on a mission to try and locate the Thirteenth Tribe. After a while of regular communications, the *Atlantis* ceased sending and its whereabouts are unknown, even to this day.

It is interesting to note that while these designs were updated and modified over the course of their long service history, the Colonials preferred to overhaul old ships rather than design new ones, and hence the amount of ship designs over the 1,045 yahrens of the war was pitifully small.

With these new ship designs, and a better understanding of how the Cylons waged war, the Colonials conducted their own attacks, and finally brought the war back to the Cylons.

While the Cylons could never actually be driven back, neither could they advance, and the Middle stages of the war was one of probing assaults, strikes and counter strikes into each others terrorities, but very little actual conquest.

The current permanent combat footing and way of life for the Colonials was developed here. During this period, there were many lulls in the fighting, and these lulls sometimes lasted tens of yahrens. To civilians growing up in this era, these lulls were often misinterpreted as seperate wars of their own.

During this time, the Colonials never forgot their neighbours. When the Cylons attempted to attack allied planets, the Colonials always tried to help. Sometimes this worked and they freed their allies from the oppression of Cylon rule, and sometimes they lost.

Final Stages of the War:

Inevitably, the Cylons had had enough. Destroying a race was never meant to be slow and tedious a process, and so they put their collective heads together to destroy the humans. They had an Empire for real, and the Colonials were a thorn in their side to be removed for good.

Thus they started learning from their enemies, and became sneaky and treacherous, employing any sort of ambush and bait to trap and destroy the Colonials. It is in this fashion that they got their reputation for being underhand. Any trick to bait Colonials - distress calls, hostage bait, trojan horse traps - all were deemed acceptable if the end result was the death of more Colonials.
One thing that never changed though, was that their tactics always involved overwhelming odds and enough firepower to make sure that the Colonials were destroyed. Sometimes it worked, sometimes it did not. The end result though, was always a drain on ever shrinking Colonial resources.

All the decisive battles of the war were played out in this stage of the war, and while the Colonials managed to inflict major damage on the Cylons (nearly always destroying more than they lost, even in their defeats), they were generally on the defensive just trying to stem the relentess advances of the Cylons.
Despite this extra offensive state of the Cylons, no one suspected that the end was nigh and that the endgame was finally being played out.

How the Cylons got to Baltar, one of the Council of Twelve is still unclear, but they managed to corrupt him, or play on the darker side of his nature, and he in turn managed to convince President Adar that the Cylons wanted Peace. The destruction of the last Colonial Fleet (The Fifth Fleet) was ironically the last straw to Adar who then seemed convinced the Cylons wanted peace (after all, they were just protecting themselves from Colonial intrusion claimed Baltar, and remember, the Colonials *did* start the war by helping the Harsis). The main Colonial Fleet consisted of just 5 Battlestars at this stage (some lighter elements were available for patrolling and anti-piracy actions, but the last capital ship (generally anything bigger than a Destroyer) was destroyed with the gamble of the Fifth Fleet) and these were led to the moon of Cimtar where the Cylons played their hand and destroyed the fleet and the homeworlds in one move. Only one Battlestar survived, and with the destruction of the Colonies, it escaped into deep space.

The War is generally considered over at the this point, although the destruction of the Human race was not accomplished.

Noteable Battles of the War

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NOTABLE BATTLES OF THE WAR

Battle of Casmoro Acapellico:

The Battle of Casmoro Acapellico was actually an ambush on the Fourth Fleet by the Cylons. The fleet, under command of Commander Kronus in the Battlestar Rycon was undertaking border patrols along the Colonial Border, when they were ambushed by a large Cylon task force in the Acapellico. The fighting was heavy and casualties on both sides were high.

The Fourth Fleet managed to break out of the ambush and retreated back to the Colonies. Although severely mauled, they inflicted serious damage on the Cylons, destroying some 3 Baseships in the process.

This was the end of the Fourth Fleet though, and it was split up on return, the majority of the surviving heavy elements being drafted into the Fifth Fleet.

It is interesting to note that the Fourth Fleet consisted of some 600 combat vessels.

Battle of Molecay:

The Fifth Fleet under Commander Cain, was completely destroyed here, or so it was thought. The Battlestar Pegasus escaped into deep space and for two yahren battled the Cylons in their own space at Gomoray.

The idea was that the Fifth Fleet would begin a series of counter offensives against the Cylons, with the aim to tie up Cylon Fleet elements, disrupt their command and control, and destroy as much as they could possibly could. Then, the Fleet would return back to the Colonies. Success would allow the Colonials time to regroup, rearm and bring the offense back to them. As this was going to be a major counter attack, the Fifth Fleet was assembled of almost all the remaining heavy cruisers, destroyers and other capital ships, and thus was a major gamble. If the plan failed, would there be enough of the fleet to return and stem a Cylon attack? As such to assure success, most bases and other fleets were stripped of their ships to form the Fleet, leaving a skeleton force of a few Battlestars and supporting light cruisers and destroyers behind. The fleet was indeed grand.

The first phase of the offensive was to liberate the system of Molecay. Unfortunately, the fleet entered the system of Molecay and never reported back. Survivors were not forthcoming, and the whole fleet was deemed lost. It is known that that Fleet left a trail of Cylon Destruction in its wake, but it seems that the Cylons had the upper hand in the end.

The Cylons did momentarily pause their advance, but the Colonials did not have enough time to take advantage of this.

It would later be known that there was one survivor of the battle - the Battlestar Pegaus, flagship of the Fleet and commandered by the legendary Commander Cain. Cain managed to escape the battle somehow, and instead of returning to the Colonies, he vanished into deep space, to resurface at the Cylon Southern Capital of Gomoray where he was raising hell, striking at the base there and taking fuel and supplies when needed.

The Fall of the Colonies

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THE FALL OF THE COLONIES

The Cylons used all their trickery when they finally destroyed the Colonies. They used Baltar (knowingly it should be noted) to speak to the Quorum of Twelve that they Cylons wished to sue for peace. This peace would be sealed at the old moon of Cimtar, a system only a short hyperspeed journey away from the Colonies.

President Adar had had enough of war at this point, and he believed Baltar - as did most of the Council of Twelve, a notable exception being the military Commander Adama who represented the planet Caprica in the Council - that the Cylons truely wanted peace. As such, he let himself be led by Baltar, and the final heavy elements of the Colonial Fleet journeyed to the moon of Cimtar to seal the truce.

The Cylon plan was three fold. The first two parts operated together to destroy the final defences of the Colonies, and then the third part would be the utlimate destruction of the human race.

Part one was a huge trap for the Colonial Fleet. Surrounding the moon of Cimtar is a vast mist layer, and hidden within this layer were Cylon tankers. They fueled a vast amarda of over a thousand Raiders, which would allow them to operate without Baseship support. These would destroy the Colonial Fleet.

At the same time, part two of the trap consisted of three fully loaded Baseships jumping into the Cyranus system to attack the Colony worlds. Targets would include any Fleet elements and planetary defences. Part of this plan was to use spies of Baltar who would attempt to disable defences and provide information on Fleet movements.

Then, when the Raiders and Baseships had done their jobs, they would rendeavous with the remaining Cylon Fleet elements, and once refueled and rearmed, the entire fleet would then jump back to the Cyranus System, and complete the destruction.

The plan worked almost perfectly.

The Colonial fleet moved to the moon of Cimtar, but a lone patrol from the Colonial Battlestar *Galactica* discovered the massed Raiders and the Cylons had to spring their trap early. Thus during the attack, the Colonials detected the presence of the Baseships in their home system, and the Galactica managed to break away from the ambush and jump back to Cyranus. The rest of the Colonial Fleet, aside from a few Vipers, was destroyed.

However, the *Galactica* arrived too late to save the Colonial Worlds. The first group of Baseships had already arrived and left, and with the help of human sabatuers, had disabled the planetary defences, allowing them and any Fleet elements present to be easily destroyed.

Having no choice to stay, the Battlestar *Galactica* attempted to assemble as many survivors as it could, and left the Cyranus System for good.

Shortly afterwards, the Cylons arrived back in system, and this time they completed the destruction of the Colony worlds, and the extermination of all life there. Once this was underway, the Cylons sent out death squads to other Colonial colonies and last known positions of Colonial Fleet elements with orders to destroy them utterly.

There was to be no mercy.

After the Colonies

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AFTER THE COLONIES

The Cylons did a thorough job when it came it destroying the Colonies, but it was not total. It is known that at least one group of human refugees managed to escape, and at least one other warship was away from the Colonies and it too survived the holocaust.

When the main Cylon fleet arrived, they landed ground troops with orders to kill - not enslave or capture, but kill - and kill they did. With nothing now to stop them, the Colony worlds were doomed, and millions died. Human tenacity and stubboness meant that the job took a while, but the end result was never in doubt. The Colonials simply did not have a chance. Pluton radiation destroyed food crops and vegatation, water supplies were contaminated, medical supplies wasted. Aeriana found itself with no way to feed its teeming masses and starvation did what Cylon ruthlessness did not. Having no need for the same supplies as the Colonies, and having no desire to capture the worlds, simply destroy them, over time the Colonials left on the worlds were all killed.

Whether others escaped is unknown. Certainly there were some Colonial outposts that existed, and some light fleet elements on patrol were scattered around, but what happened to them is unknown.

After the destruction of the Colonies, the Cylons would certainly turn their attention to these other outposts, especially when they realised that some of humanity escaped. Rogue fleet elements would be tracked down (either by detection by Cylon patrols, or by information supplied by Baltar's spies) and destroyed by overwhelming numbers. Colony worlds bombed into pluton wastelands.

The outlook for humanity in the area formerly of Colonial Space is indeed very bleak.

What is fact though, is that one Battlestar, the Battlestar *Galactica*, escaped the destruction of the First Fleet, and managed to get back to the Colonies, before the Cylons started landing their death squads. There, Commander Adama, one of the Council of Twelve and commander of the *Galactica*, realised that life on the Colonies had come to an end, and there was no hope of remaining there alive.
So he sent word to all survivors who assembled in any ship they could find, and lead this fleet away from the remains of the Colonials and (hopefully) from the Cylons too in a quest to find the thirteenth tribe.

The historical archives are quite clear on the beginning exploits of this fleet, and thus we know that Colonial Man did survive to leave the galaxy and had many encounters on the way, battling Cylons, encountering Count Iblis and the Ship of Lights, locating the (presumed destroyed) Battlestar *Pegasus* commandeered by the Legendary Commander Cain, only to lose it again when it went up again three Baseships single handedly, locating new races (the people of the planet Terra), and managing to capture Baltar, the renegade human who sold out his race and teamed up with the Cylons to destroy man, although he was obviously tricked by the Cylons into believing that he would be able to rule the survivors.

But whether or not the fleet of the *Galactica* found Earth or other remnants of man is unknown.

Unfortunately, the wake of the Galactica leads to more killing. Remember that the Cylons want to exterminate the Colonials and the race of man. The Galactica's travels certainly led them to other worlds long forgotten by the Colonies and thus also to the Cylons trailing them. It would only be time before more Cylon ships and death reached them. When does this stop? Does it stop? The Cylons are known for their completeness, so maybe they will not rest until all the Brothers of Man are removed from the Universe.

The final chapter has yet to be written.

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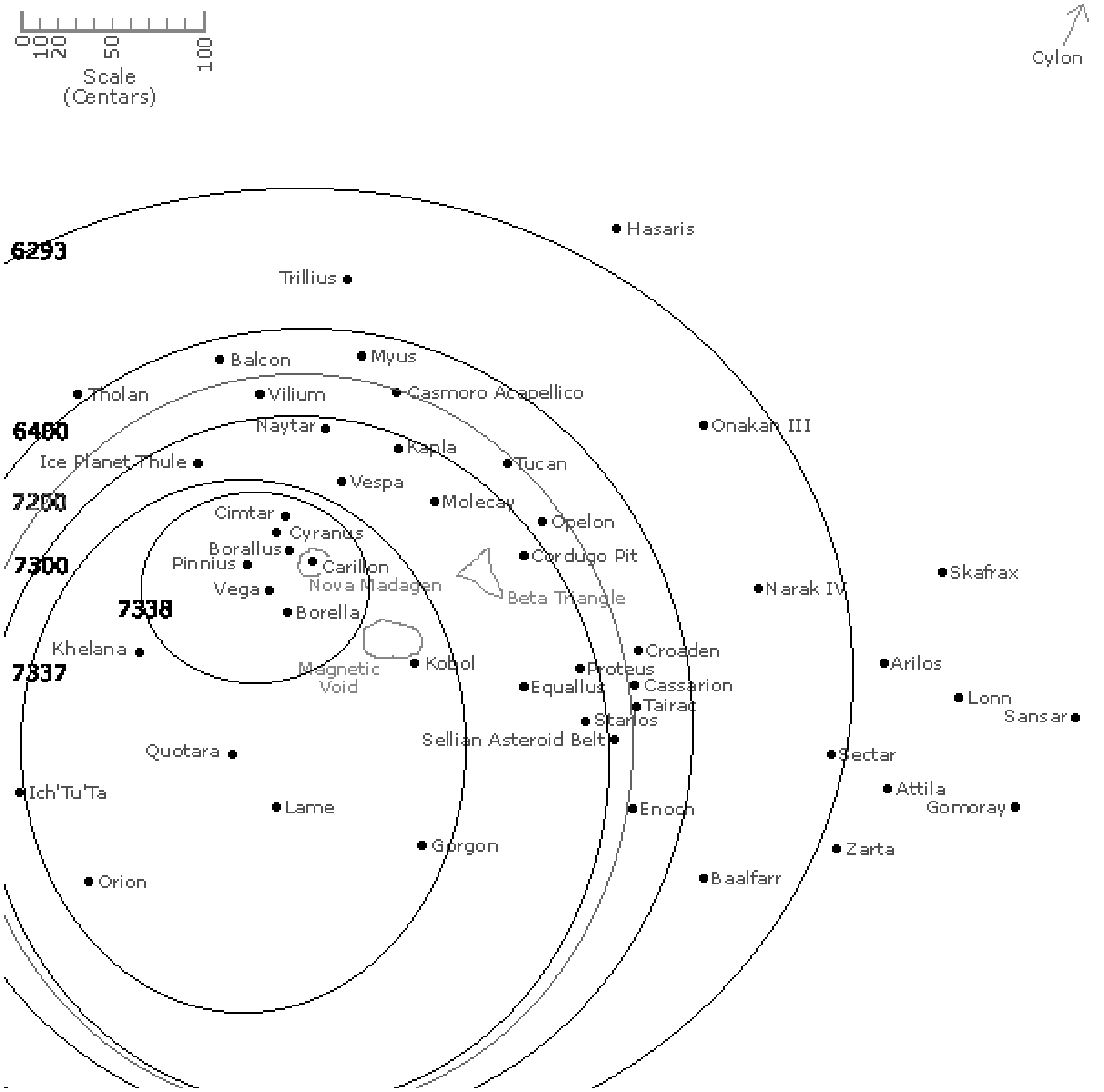
COLONIAL BORDERS



Click on the name of a planet for more details, or use this list if the map is not clickable.

The Borders show the extent of Colonial Space during various time frames. Whilst it is true that the Colonies extended this far and have established extra colonies in this space, the majority of it is largely unexplored and empty of Colonial influence.

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THE COLONIALS

Called Humans, Colonials, members of the Twelve Worlds or simply the Tribes of Man.

The Colonials are human in all physical and biological respects, although depending on what colony they were brought up on may give them slight physical variations in skin colour or build.

Culture:

The maximum typical Colonial lifespan is around 200 yahrens.

The family unit is very important to the Colonials. It is very common for children to follow in their parents footsteps, and in the military, it is very common for family units to serve in the same ship or at least, the same squadron.

Colonials do not use surnames much and having a second name does not imply that a person is more important than someone without one.

In addition to the planet that a Colonial was born on, a Colonial also comes from one of the Twelve Tribes of man. Usually the planet and Tribe are the same, but not always. As well as these, some people can also trace their bloodline back to one of the Houses of Kobol. Again, knowing your bloodline does not in itself confer any advantages to ones station, but mentioning it in the right circles can make you noticed. Some bloodlines are supposed to infer qualities on the members of that line - such as the pure bloodline of House of Kobol which is supposed to be wise gifted - but like much of the Colonial religions and origins, this is mere myth to most people.

The Quorum of Twelve

The individual Colonial planets each rule themselves, and thus have their own laws and traditions, but there is a special council - the Council of the Twelve, or the Quorum of the Twelve which governs the Colonies as a whole. The Council consists of 12 members - one from each Colony planet - and is headed by the President, who is elected from the Council. How individual planets chose their elective is up to them, and candidtates have been chosen from nobility, government, military and merchants before.

The Colonials have nobility, and this can be hereditary as well as a reward. Noble males are referred to as Sire, while female nobles are Siress. They can amass great wealth and power, and some can become very decadent too. It should be noted that if the noble gets sealed, then their partner also becomes a noble with the title of sire or siress. However, their name changes to that of their partner. So, for example if Sire Uri gets sealed, then their partner will be known as Siress Uri.

Religion and Mythology

The Colonials are a very religious and mythical people. They all have legends about Kobol and Earth and what like was like for their fore fathers. They look back a lot and try to emulate the greatness that was Kobol.

In a sense, their mythology is their religion. The Colonials do not follow gods much, instead they follow the original human leaders - The Lords of Kobol. When people are sealed, the Lords of Kobol are called upon to bless the union. The Lords of Kobol are also called upon in greetings and exclamations.

There are two main 'holy' books - the Book of the Word and the Book of the Lords of Kobol, although access to the later one is generally restricted to a certain group of people, which includes the Quorum of Twelve.

Obviously not everyone follows the same path, and some worlds have differing traditions and beliefs, but the Lords of Kobol feature in all of them. Some people chant more, some have greater emphasis on legend.

Psionics

There is a small group of Colonials who have special talents - that of the powers of the mind. The most well known are the rare painters of Scorpio who use their powers to create special pictures with special paints, however there are others with differing powers, like those of telepathy and telekinesis. Psionics are not shunned in the Colonies and a few places (like Scorpio and the Military Academies on Caprica) even try to encourage people to develop their talents. Unfortunately, these people are rare.

The Family

The family unit is very important to the Colonials, and for the most part, families usually stay together for a long time. It is not uncommon for children to stay with their parents until they are sired. It is also not uncommon for children to take up the jobs their families did. It seems that the more important the family in the noble and politician lines, the more this is so. Indeed, the more important the family, the more likely it is to stay together, and in the military it is not uncommon for these families to stay together on a single ship.

Stability of Society

An interesting aspect of Colonial society, is that it is very stable. While individuals may not have such stability in their day-to-day lives, the culture overall has not changed much for many hundreds of yahrens. Architecture, clothing, weapons are all similar to those introduced a long time ago. Change does not happen overnight in the Colonial society. It is possible that, did the Colonials not engage in war with the Cylons, that their society might have continued in this trend for many more yahrens. Some might call this stagnation, but in actual fact, the society has simply reached a point where it meets the needs of its people, is stable and has no real need to move on. This is very similar to the ancient civilisations on Earth, where some - like the Ancient Egyptians - continued on for hundreds, if not thousands of years, with no actual changes in how they did things. This is even reflected in the military. While technology does progress, ships - especially capital ships - have been around for hundreds of yahrens, and simply repaired and updated when needed.

Other

Whilst everyone would like you to believe that the Colonials are always united, that is far from the truth. The Quorum of Twelve are constantly bickering amongst themselves for better deals for their worlds and themselves, and the Colonies themselves have their own colonies, which have stronger ties with their homeworld rather than the Colonies as a whole. While this does not break out into violence or hostility at all, there can be a distant rivally amongst worlds, ships mainly of one tribe, and the like. Competition runs high.

While the Colonials have many punishments, they do not execute anyone, no matter what their crime.

For other aspects of Colonial Life, click here.
For examples of Colonial Architecture, click here.

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THE CYRANUS SYSTEM

The colony worlds are in the Cyranus System, which contains a group of twelve planets orbiting three suns, and include the worlds of Caprica, Gemoni, Canceria, Piscon, Sagitara, Leo, Libra, Aquaria, Virgon, Aeriana, Taura and Scorpio. The Colonials call their home galaxy the Cyranus Galaxy.

General World Notes:

While there is a joint Colonial military, there is no joint law and justice system. Each world rules itself, and has it own laws and traditions. Some even have their languages. Each world handles it is own prisoners, and they have their own outposts and prison worlds.

Each world celebrates Arnament Day at the same time.

The notes below regarding the individuals of the various worlds are generally sterotypical, and this is intentionally so that the main points of the various tribes can be made.

Inner Worlds:

The inner worlds are generally the most habitable of all the Colonial worlds, having a mixture of terrain, unlike the outer worlds. They are also the most advanced technology. They are called the Inner Worlds mainly because they were the first worlds founded by the Tribes of Kobol, and also because they are the closest planets to the centre of the solar system (which does not mean that they are the nearest planets to the three stars of the system).

Caprica

The most advanced world technologicaly, Caprica has a very pyramidal type archetectural style. It has the best military academies in the Colonies, and have a lot of far reaching research projects (including psionic research). The capital city is Caprica City, and Caprica is home to one of the best space museums and research centres - the Universal Museum.

Caprica ranks very highly in Colonial society for one reason or another. An example of this is that the ambush at the Moon of Cimtar which resulted in the Colonial Homeworld destruction would eventually be called The Battle of Caprica. Caprican tragedies are also unusual in the 12 Colonies for their alternate endings. After the main story is finished, the actors do a seperate ending, usually showing what would have happened had the story ended happily. Some, though are very bizzare.

Caprica, out of all the Colonies, took the Colonial Code limiting artificial intelligence, the furthest, and to this, does not employ robots at all for jobs that humans can do. Whilst they use computers, they do not use artificial intelligence at all.

Sagitara

Has the most sophisticated defence system of the Colonies, due in part to the fact that it is the most technologically advanced planet of the Colonies, with Caprica coming a close second. However, while Caprica has it is scientists looking into problems from around the planet, Sagitara is mainly concerned with it is defence, and thus the majority of the scientists there are working on defences and weapons. As a result, Caprica is usually considered the most advanced planet overall. It is usually here that most advances are made in the field of weaponry.

Sagitara is a very cold, bleak and ice planet, which is why the majority of people live indoors and most of the workers do indoor work. If something needs to be done outside, then robots can be made to do it. The inhabitants are the shortest people of the colonies. The world is run in a very authoritian and militaristic way. There are no political opposition parties, those being outlawed.

Possibly because of all this, the Sagitarans are a very contemplative people, and out of all the Colonies have produced the most philisophers and thinkers.

Virgon

Outer Worlds:

The outer worlds are mainly dominated by one type of terrain, so they will be covered with either deserts or oceans or the like, but not really a mixture of terrain.

Aeriana

Aeriana is a small world - the smallest of the Colonies - and is very overcrowded. It has to import a lot of its food because it does not have the agro facilties to feed itself. Aeriana was actually the first colony to use Agro ships and to perfect the rapid growth technology needed to keep fleets with a supply of fresh food. Probably the most warlike members of the Colonies, the Aeries people can be hot blooded and hostile, quick to take action and think about the consequences later.

Aquaria

Ocean planet and forest planet, renowned for its forests where its unicorns live. It should be noted that while unicorns abound on all Colonial worlds, the ones on Aquaria are reputed to be the finest amongst them all, and there are legends about their mystical abilities.

Canceria

Gemoni

The Gemonese are best known for their religious practises, having both extremese in their worship. The Otori sect, for instance, believe in having sex every seven years - during the worsh of the Sunstorm, while Sociolators are females trained in the arts of entertainment - such as music, art and other pleasures. The two do not get on.

Gemoni is generally run by the women of the Tribe. While men can achieve great hieghts in the power structure, the two genders are not equal and the men are considered the lower of the two. The Gemonese Matriarchs are one of the more radical power groups on the planet and they believe that the women should rule completely, instead of just dominating.

Gemoni also gives rise to Gemoni twins - identical twins who are supposedly psychically linked from birth allowing them to partially know what's going on in each others minds, including the often disturbing habit of finishing each others sentances.
When two Gemons are together, they do have the annoying habit of one Gemon speaking, and the other repeating the main points of the sentance in single words.

They are not known for being great at games of chance. Gemons all seem to have the same facial expression bording on inanity, which makes a lot of people think they are all alike despite the fact that all Gemons are actually physically very different in stature.

Gemoni is a cold world, rocky and barren. It has no real seasons, and indeed winter lasts around seven yahrens, where it goes straight into a three day sun storm which is a huge (and very beautiful) display of colourful and electrical discharges in the atmosphere. Mainly religious cults think of this period as a very religious experience. The air is slightly thinner than most other Colonial worlds.

Despite this, most Gemoni's are tall and thinner than most other Colonials, and their skin is usually tinged with an exotic colour. Out of all the Colonies, the Gemonese are usually considered the more attractive ones, although this might simply be because of their skin colours.

Leo

Leo is a small world close to its sun, and it is population has since expanded to the point where the planet cann't support the entire population without outside help. As a result, the biggest import the planet has is food.
Most Leonids have dark skin due to the close proximity of their sun and their skins adaptation to it.

Libra

Whilst not the only wine producing world, Libra certainly counts Ambrosa as one of its major exports, and it can be found virtually everywhere. Due to this, Librans are considered the party-goers of the Colonies, although there is no evidence to support this theory other than the fact that they do produce and drink a lot of Ambrosa.

Piscera

People tend to act first and think about conseqences later. Can be considered a bit reckless.

Scorpio

Scorpio is a cold and bleak world. Scorpions are usually slightly superstitious, having funny feelings about things fairly often. However, despite this, their large amount of leisure hours and the fact that they produce a lot of art, Scorpions are generally considered an emotionally bland people.

Like Sagitara, Scorpio has history of tyrannical governments who repress and quell their populations. Unlike Sagitara though, they do allow opposing political parties, although these are mainly puppet parties and the chances of any of them actuall getting into power are effectively nil. In the past, the government even used to employ assassins to get rid of key political adversaries, although these days they tend to think that exile works just as well. Exile far away though. All of this gives the people a volatile temperment - especially when things do not go their way - and and a reputation for being oppressive themselves. Despite this though, the government does try and work for the people instead of just controlling them.

Despite this political tyranny though, Scorpio is actually a pleasant world to live on. If you do not wish to get into politics or speak out against the system, then life can be very good, with long leisure hours, and a lot of the population have devoted their lives to the arts, including music and painting.

Scorpio is also famous for its Scorpion Oils and paints. There is a very rare talent amongst some Scorpio people that gives them the ability to telepathically move these special paints on canvas, creating pictures and colours that generally couldn't be drawn or mixed, only thought about. The government tries to foster this, and a political adversary with this ability actual stands a chance of being allowed to stay on Scorpio provided they renounce their political ties and continue painting.

It is probably this talent that makes most people think of the Scorpions as people who have "funny feelings" about things, and generally take in riddles, even when this most blatantly is not so!

Unlike most other colonies, Scorpio uses a lot of robots for day to day jobs, leaving a lot of leisure time for the population. Up until fairly recently in the Colonial past, the Scorpions would get the robots to do most things, and they even tried to create their own robot defence force. However, they were shown the error of their ways by the other Colonies and since then, they have relied less and less on robots, although still to a much greater extent than the other colonies.

Most Scorpios are pale of skin, and most have a thin layer of pale fur on their bodies, although this is invisible save when close up. Some Scorpios shave this fur if they are trying to have a lot of interaction with the other Colonies.

Taura

Taurians are unusually tall people, with red hair being the most common. Considered hard working people, they also have a more pronouced accent than the other Colonies, which makes them easy to recognise once they start speaking. They seem to be more fond of puzzles than the other Colonies, developing some very intricate and difficult holographic jigsaw puzzles, both 3D and 2D versions.

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MONEY

The Colonies run on money. As it is today, money buys the essential and not so essential items that keep the population happy, amused and fed.

There are several different types of currency floating around the Colonies, and these include the Colonial Cubit, Orion Cheques, Quantums and Markas. Out of these, the cubit is the most common form of currency as it is the currency of the Colonies themselves.

While these currencies are the most common, they are by no means the only ones. Some agro colonies have developed their own currencies and while they are legal tender for trading, they must be converted into cubits before they can be taken to the streets, so these are the ones most likely to be encountered.

Cubits:

Cubits are small rectangular coins made mainly of oregg. They have a symbol on either side to show their value. Cubits are carried by everyone and accepted everywhere within the Colonies. As cubits are the same size and colour, it is easy to get confused trying to see exactly how much money you have at a glance.

Markas:

Markas are another Colonial currency, but one that holds little value when compared to the cubit. A markas looks like a small, thin disc of plastic, with its colour denoting its value. There are red, blue and yellow markas coins. While plentiful, markas are only valid within the Colonies, not on alien worlds. Cubits are much preferred for intergalactic trading, and even some frontier Colonial colonies prefer cubits to markas.

Orion Cheques:

Orion cheques are the main form of currency on the planet Orion, which is a major trading partner of the Colonies and other nations. Cheques are accepted almost anywhere Orions are. Cheques are small oregg coins with serrated edges and raised grooves on the coin, with ornate markings on them.

Quantams:

Quantams are an old form of currency used on some backwater and agro worlds, although still legal tender. A quantam resembles a flat bronze coin with marking on either side of the coin to denote tender. They are very rarely seen in the Colonies these days.

Exchange Rate:

The various currencies all hold differing values when compared to each other, and the current exchange rates are as follows:

	Ratio for exchange			
Currency for Exchange	**Cubits**	**Orion Cheques**	**Markas**	**Quantams**
Cubits	1:1	2:1	4:1	3:1
Orion Cheques	1:2	1:1	1:8	1:6
Markas	4:1	8:1	1:1	4:3
Quantams	3:1	6:1	3:4	1:1

Thus there are 2 cubits to an Orion Cheque, 4 markas to the cubit and 3 quantams will get you 4 markas.

Counting Money:

One problem with nearly all the currencies listed above (save the markas) is that all the coins of one currency look the same and are the same size. This can make quickly distinguishing how much money you actually own a difficult job. Because of this, the chief ways of valuing cubits and the value of any currency, is through their weight. Different denominations of coin weigh different amounts and all shops (and most waiters and salesmen) have small weighing machines able to determine exactly how much money they have just been given, thus solving arguments. These machines are quite sophisticated in that they can accept differing currencies at the same time to give one overall value in cubits.

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COLONIAL ARMED FORCES

The Colonial Armed Forces consists of two main divisions - the Colonial Fleet and the Colonial Army. While the Fleet seems to get the most press, both are indispensable parts of the armed forces and neither is a complete package. Without the Fleet, the Army would not be able to get from planet to planet, and without the Army, the Fleet would not be able to take and hold any planets.

Both services of the Armed Forces are very open in whom they employ. There are no restrictions on what jobs either sex may do. The Armed Forces does not draft people into service, instead its personnel have to decide for themselves whether they want to join. However, the cause against the Cylons is so great that no branch has to worry about a manpower shortage.

Military personnel from all branches train at the Military Institutes where they learn basic training before going on to academies for their chosen designations.

The Colonial Fleet

The Colonial Fleet is generally considered to be the largest branch of the Colonial Armed Forces and one of the most prestigious. The Navy (as it is also referred to) is a space going force that deals with the protection of Colonial assets, be they civilian shipping or planetary defence. In addition to providing fleets of war to take the battle to the enemy and granting protection to those who need it, the Colonial Fleet also acts as a transport for the Colonial Army, providing troop and equipment transports to shuttle those troop to where they're needed.

The largest branch of the armed forces, the Fleet (or Colonial Navy) deals with all matters space related, from patrol duties to all out war. The Fleet controls all space craft of the Colonial Armed Forces, and thus act as battle taxis for the Warriors and Army.

Colonial Warriors

The Colonial Warriors are actually a subset of the Colonial Fleet and technically come under their remit despite what people might think. Warriors are probably the most glamour members of the armed forces, flying Vipers in deadly combat with their foes, and when needed landing and acting as a frontline strike force. To some, the Warriors are the Army!

Warriors do fufil several roles in the Fleet. They are the fighter pilots of the Fleet, flying everything from the latest *Starhound* Vipers to electronic recon shuttles, and in addition they do act as a frontline strike and commando force. However, in this role, they are not expected to fight set battles, but merely to take small objectives and possibly act as a holding force until the Army arrives. They are not equipped with the heavy equipment needed to function in that type of role.

The Colonial Army:

Regardless of what a lot of people think, the Colonial Armed Forces does include a standing ground army. In fact, the Army is one of the biggest branches of the Armed Forces having many hundreds of thousands of troops stationed across many planets. The role of the army is the same as its been down the ages, that of taking and holding terroritory. While the Fleet can destroy enemy ships and conduct orbital bombardments, they cannot actually take any planets, and their Warriors can only particapate in small strike raids. Thus, it is up to the Army to land on planets and take them. In addition, it is the role of the Army to defend Colonies and ground bases from ground assault.

To help them in this role, the Army is equipped with a lot of heavy equipment. Tanks and armoured vehicles are the Armies substitute for spaceships, and they are also issued heavier weapons, such as artillery and tripod mounted guns. The average soldier is better equipped than a standard Warrior. They both carry hand lasers, but the soldier also carries laser rifles and routinely has grenades and explosives at their fingertips.

While the Army do not fly Vipers at all, they do have some atmospheric craftfor air support. Anything heavier than this usually requires a call to the Colonial Fleet.

There is a considerable rivally between the Colonial Army and the Colonial Warriors.

Other Branches:

There are no other main branches of the Armed Forces. There is no air force (the Fleet and Warriors cover that), and there is no such as a wet navy, that role being filled on a planet by planet basis based on which branch of the Armed Forces occupying the planet. Usually, it is an Army role.

Medals and Awards:

The Colonials use various medals to reward their Warriors.

Wound Award:
The Wound Award is a simple pin that is given to a member of the armed forces when they are wounded in action for the first time. It is small and simple to reflect on the fact that the recipiant has been wounded but has survived to fight again.

Distingushed Service Medallion:
The Distingushed Service Medallion is awarded for long term service within the armed forces.

Order of Bravery Medal:
This medal is given out for acts of extreme bravery where there is considerable risk to all concerned. Simply taking part in an outnumbered space combat will not qualify this, but taking on a Cylon capital ship all alone while trying to act as a rear guard might. A lot of these medals are given out posthumously.

Golden Cluster Award:
The highest award that can be given to a Warrior, and it is given for outstanding heroism and bravery.

The Star of Kobol:
The greatest award that the Colonials can bestow - in any situation, is the famed Star of Kobol. One has to perform some sort of amazing task to get one of these, and by 7200, the last to have been awarded, was in the last millenia.

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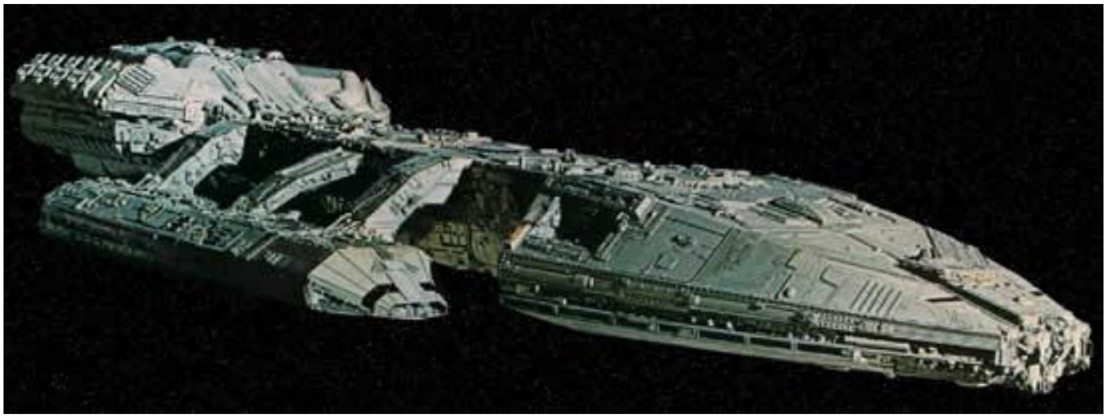
BATTLESTARS



The Battlestar is the cream of the Colonial Fleet, and is always the flagship of any squadron where it serves. No other ship has ever received as much glamour as the Battlestar, and every Colonial Warrior and young child wants to serve on one.

The Battlestar was developed to be the sign of a revitalised Colonial fleet.
Before that time the fleet was relying on the ageing Heavy Carriers and early cruisers, and these were just getting more and more outclassed with every passing yahren. The fleet needed something new, something big and powerful and something that could carry enough starfighters to hurt the enemy.

The Battlestar grew from this vision. Big, ponderous and able to carry two squadrons of Vipers into battle, the Battlestar grew to be something feared and was seen (initially) as the ending of the Cylon War. The only flaw was an initial lack of heavy offensive weaponry, although several Battlestars (the Pegasus being one) rectified that.

It is a testament to the strength of these ships that the only known surviving Colonial Warships after the war were Battlestars, one of which (the Galactica) was five hundred yahrens old.

Battlestars are the main ships of the Colonial fleet. They are large, and are dedicated fighter carriers. Most are also very old and today there is no such thing as a standard Battlestar. While it is true that they all share similiar characteristics, internally things can be very different. Weaponary too can also be very different from one Battlestar to another. The *Pegasus* for example, carries heavy missile launchers, the *Nova* carries large pulsar lasers, while the *Atlantia* does not carry anything in the way of heavy weapons. As such, there is no class designation for Battlestars, and when describing a Battlestar, the name of the vessel has to be mentioned for any sense to be made.

Battlestars are not just fighter carriers though - they are cities in space with recreation facilities, training centres, repair and manufacturing facilities to last the vessel for yahrens at a time, counselling centres, life centres and more. A Battlestar generally needs no escorting or support vessels, and are almost always flagships of any fleet.

They have two large shuttle/fighter bays which protrude from the side of the ship, and usually carry two squadrons of around 75 Viper fighters each. Each squadron is usually named with a reference to colour (the Galactica has Red and Blue squadrons, the Pegasus had the famed Silverspar squadron).

There is really no such thing as a standard Battlestar. Every ship is constructed to take into account new technology and military attitudes and this means that no two ships are alike, despite the fact that they share a lot of similiar related factors, like performance and defensive weaponry.

Battlestar Types

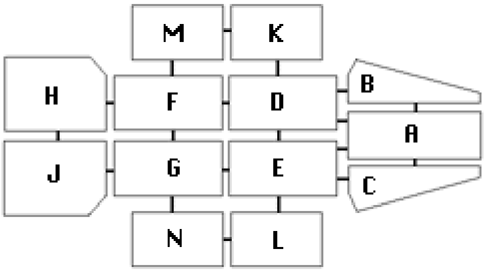
What do we really know about Battlestars?

*SSD's designed by me and drawn by **Sean Driscoll**.*

GAME RULES

Battlestars have two large shuttle bays, and may conduct transfers via (J1.593). Each bay has a launch tube ([J1.54] which will propel a fighter flight to speed 12 and will launch in direction 5 [Alpha bay] or 2 [Beta bay]) and a standard shuttle hatch (launching and landing from direction 4 for both bays).
The shuttle bays are large enough to accept yachts.
The Battlestar has a hyperspeed multiplier of x1.

Colonial Battlestar boarding diagram:



A **B,C** **D** **E** **F** **G** **H,J** **K,M** **L,N**

10 F.Hull 5 Bridge Variant Mount	10 F.Hull 4 Ph.3	4 Ph.3 4 Lab 3 Aux	4 Ph.3 8 Battery	12 C.Hull	13 C.Hull	6 A.Hull 5 APR 2 Ph.3 15 Warp	4 Shuttle 15 Fighters	4 Fighters 6 Cargo 4 Ph.3

SSD'S

	GIF file
Battlestar *Atlantia* SSD	44k
Battlestar *Columbia* SSD	44k
Battlestar *Galactica* SSD	48k
Battlestar *Nova* SSD	48k
Battlestar *Pegasus* SSD	32k
Battlestar *Poseidon* SSD	48k
Battlestar *Rycon* SSD	48k
Battlestar *Titania* SSD	48k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Battlestar *Atlantia*	60	6	121	2.00	2	E	30	8	10	6500	8 Asps
Battlestar *Columbia*	60	6	124	2.00	2	E	30	8	10	6500	8 Asps, SC
Battlestar *Galactica*	60	6	122	2.00	2	E	30	8	10	6824	8 Asps
Battlestar *Nova*	60	6	125	2.00	2	E	30	8	10	7098	8 Asps
Battlestar *Pegasus*	60	6	144	2.00	2	E	32	6	10	6819	8 Asps
Battlestar *Poseidon*	60	6	123	2.00	2	E	30	8	10	6939	8 Asps
Battlestar *Rycon*	60	6	122	2.00	2	E	30	8	10	6500	8 Asps
Battlestar *Titania*	60	6	121	2.00	2	E	30	8	10	6720	8 Asps

Annex #7B: Ships able to land on planets

These ships may not land on a planet.

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Battlestars	CVA	10/8	8	2/2/2	-	46*
Battlestar *Pegasus*	CVA	10/8	8	2/2/2	600	46*

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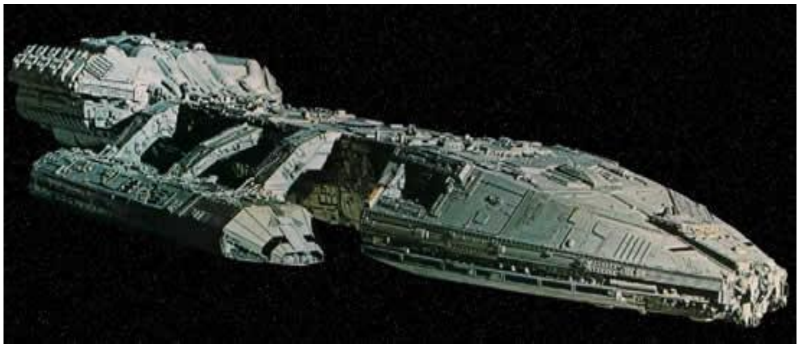
BATTLESTAR LIBURNIA



The Battlestar Liburnia was an attempt to create a ship that was more than capable of ground assault operations. As a result, it sacrificed some of it is fighter complement for barracks, many more shuttles for landings, and the cargo bay was reconfigured to be able to accommodate ground assault vehicles. The shuttle bay was given more hatches so that more ground assault shuttles could be launched at one time.

With all these changes, the ship lost the ability to adequately defend itself in ship to ship combat, so it was always assigned an escort of at least 2 CVL's, but as it is main role was ground attack and troop transport, it was envisaged that it would only enter combat as part of a fleet action, so this was deemed acceptable.

In combat, the ship performed perfectly. Being based on the Battlestar hull, it could withstand an awful lot of punishment and still deliver it is cargo of some 900 ground troops and vehicles in relative safety. And this size of raiding force could never fail to inflict some serious damage on the enemy.

The criticism was that as most of the barracks were stationed in what was the main fighter bay (so that the troops would be as close to the landing shuttles as possible), their actual quarters were considered quite cramped.

Only one ship of this class was ever built.

The Liburnia was designed by me, SSD's designed by me and drawn by ***Sean Driscoll****.*

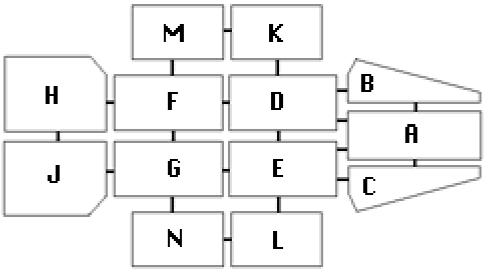
GAME RULES

The *Liburnia* has two large shuttle bays, and may conduct transfers via (J1.593). Each bay has a launch tube ([J1.54] which will propel a fighter flight to speed 12 and will launch in direction 5 [Alpha bay] or 2 [Beta bay]) and two standard shuttle hatches (launching and landing from direction 4 for both bays).

The shuttle bays are large enough to accept yachts.
The *Liburnia* has a hyperspeed multiplier of x1.

The BPV of the ship includes 10 boarding parties only, more have to be purchased.
Ground vehicles are nearly always carried in cargo.

Colonial Battlestars boarding diagram:



A	**B,C**	**D**	**E**	**F**	**G**	**H,J**	**K,M**	**L,N**
10 F.Hull 5 Bridge 6 Barracks	10 F.Hull 4 Ph.3	4 Ph.3 4 Lab 3 Aux	4 Ph.3 8 Battery	12 C.Hull	13 C.Hull	6 A.Hull 5 APR 2 Ph.3 15 Warp	8 Fighters 9 Shuttles	6 Barracks 6 Cargo 4 Ph.3

SSD'S

	GIF file
Battlestar Liburnia SSD	44k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Battlestar Liburnia	60	10+	108	2.00	2	E	30	6	4	6500	4 Asps, T

Annex #7B: Ships able to land on planets

This ship may not land on a planet.

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Battlestar Liburnia	CVC	4/4	18	2/2/4	-	20*

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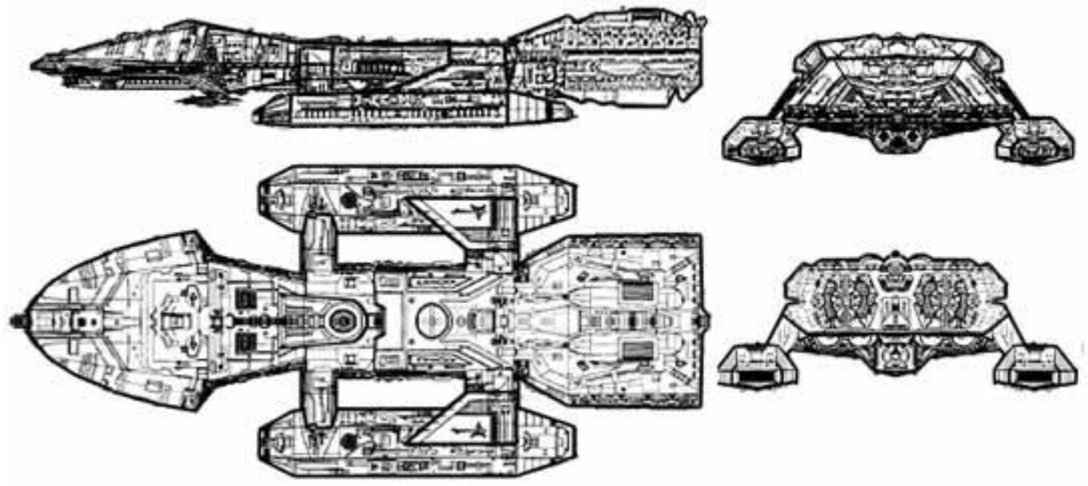
PULSAR CLASS GUNSTAR



Battlestars could deliver a large quantity of firepower in the form of their Viper squadrons, and against Baseships which had lost their Raiders, they were very effective, although at a huge loss in Colonial pilots.
Against Baseships with their Raiders though, the Vipers were outnumbered and they spent their time just keeping the enemy away from the Battlestar, which in itself did not usually have the firepower to destroy the Baseship.
Thus Colonial Command decided that they needed a ship which could take on a Baseship and match it blast for blast and win through superior firepower. Travelling with a Battlestar to provide Viper escort for this new class of ship, the teaming would be an unstoppable force.

And it almost was.

The new ship (The *Pulsar* Class Gunstar) was almost the size of a Battlestar and while it naturally sacrificed most of its Vipers (carrying only a short squadron of around 60 Vipers), the firepower that it could put out was quite incredible. Carrying one large mega-turbolaser, the better of any Cylon Baseship mounted weapon (initially at least), 4 heavy turbolasers and two missile launchers, the Gunstar could quite easily destroy any unescorted Baseship on its own, and even give a couple a run for their money.
Against escorted Baseships *Pulsar* Class Gunstars were also worth their weight in gold. Now the Battlestar and Vipers would engage the Cylon Raiders, and the Gunstar would close in for the kill.

While they can act independently, for any significant length of time they need escort supply and support vessels. During the 1000 yahren war, it was not uncommon to team a Battlestar with a Gunstar. Although commission on a Gunstar was never as glamorous as that of a Battlestar, there were never any shortage of crews for these 'Baseship killers'.

The only flaw was the time it took to build new ones, and thus *Pulsar* Class Gunstars were only as plentiful as Battlestars, and it was highly unusual to have two serving together in any fleet or squadron. This was mainly due to the mega-turbolaser mounted near the front of the vessel. As a result of this, several other class of Gunstar were built that sacrificed this turbolaser for other abilities. The *Teucer* Class Missilestar and the *Spawn* Class Fighting Star were examples of these other vessels built on the same hull.

The last *Pulsar* Class Gunstars were destroyed with the Fifth Fleet.

While they can be as old as Battlestars, the Colonials have never seemed to need a reason to modify these mighty ships, and thus nearly all follow the standard configuration.

Names:

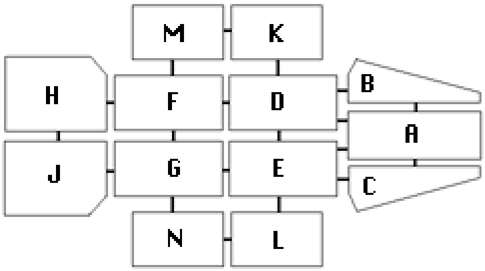
Triton, Bellerophon, Cerberus, Olympia, Valiant, Prometheus, Solaria, Argo, Poseidon, Pulsar

*The Gunstar was drawn by **Jim Stevenson**, SSD's designed by me and drawn by **Sean Driscoll**.*

GAME RULES

Pulsar Class Gunstars have two large shuttle bays, and may conduct transfers via (J1.593). Each bay has a launch tube ([J1.54] which will propel a fighter flight to speed 12 and will launch in direction 5 [Alpha bay] or 2 [Beta bay]) and a standard shuttle hatch (launching and landing from direction 4 for both bays).
The shuttle bays are large enough to accept yachts.
The Gunstar has a hyperspeed multiplier of x1.

Colonial *Pulsar* Class Gunstar boarding diagram:



A	B,C	D	E	F	G	H,J	K,M	L,N
8 F.Hull	8 F.Hull	4 C.Hull	4 C.Hull	6 C.Hull	6 C.Hull	5 A.Hull	4 Shuttle	4 Cargo
4 Bridge	4 Ph.3	4 Ph.1	3 Aux			6 APR	7 Fighters	4 Battery
1 Ph.4	1 Missile					2 Ph.3		4 Ph.3
						15 Warp		

SSD'S

	GIF file
Pulsar Gunstar SSD	40k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	Crew Units	Brdg Parties	BPV	Move Cost	Size Class	Turn Mode	Explos. Str	F&E Cmd	Ftr Flights	Year	Notes
Pulsar Gunstar	45	10	116	2.00	2	D	25	5	4	6592	2 Asps

Annex #7B: Ships able to land on planets

This ship may not land on a planet.

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	Type	Ftrs	Admin	Bays	Store	DC
Pulsar Gunstar	CVS	4/2	8	2/2/2	400	22*

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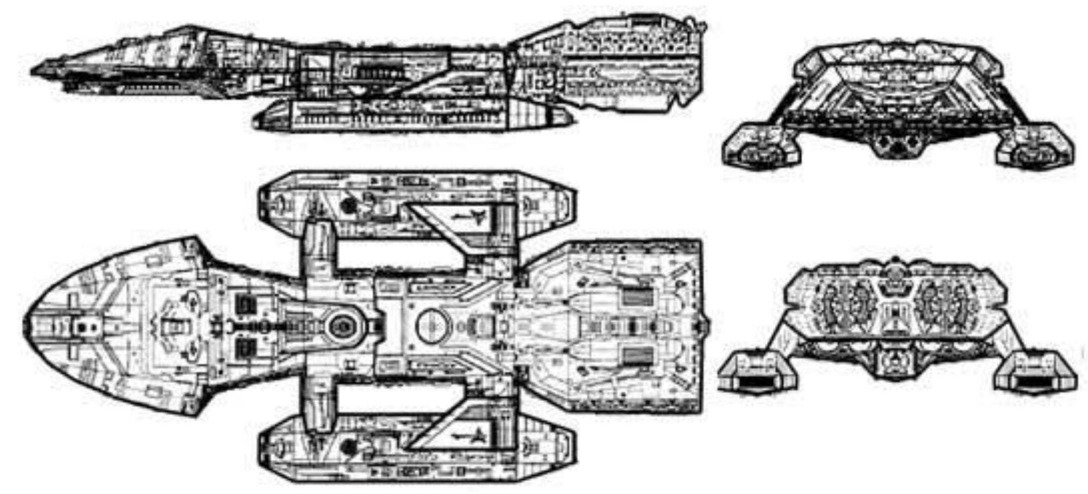
TEUCER CLASS MISSILESTAR



The *Teucer* Class Missilestar was based almost entirely on the *Pulsar* Class Gunstar. The only real differences between the two classes of ship was the fact that the Missilestar removed the mega-turbolaser and replaced it with several batteries of missiles. This made the Missilestar more of a close quarters fighter than the Gunstar, but with six missile launchers, the ship had the potentional to inflict a lot more damage. in addition, the centre turbolasers of the Gunstar were also removed and replaced with extra batteries of anti-fighter turbolasers. Because the Gunstar had a problem with fighter attacks, and because it did not actually carry any more itself, it was felt that the additional turbolasers were required to protect it from fighter attacks. Because the missile launchers were now the main heavy weapons of the ship, the additional heavy turbolasers were not required any longer.

The end result was a capable ship and welcome addition to the Colonial Navy. It was cheaper to build than the Gunstar, and as a result, was more plentiful. It still had problems with fighter attacks and needed escorting whenever possible, but was not quite as vunerable than the Gunstar.

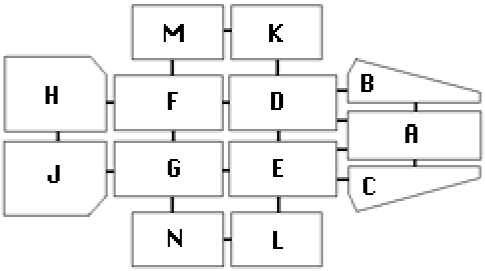
While the missile launchers could indeed inflict a lot more damage than the heavy pulsar laser of the Gunstar, this all hinged on the fact that the missiles would actually hit their targets. Against Baseships with their huge array of defensive turbolasers, this was never actually an assured thing, and in the long run, commanders wanted more Gunstars than Missilestars.

The Missilestar was drawn by ***Jim Stevenson*** *and slightly modifed by me, SSD's were designed by me and drawn by* ***Sean Driscoll****.*

GAME RULES

Teucer Class Missilestars have two large shuttle bays, and may conduct transfers via (J1.593). Each bay has a launch tube ([J1.54] which will propel a fighter flight to speed 12 and will launch in direction 5 [Alpha bay] or 2 [Beta bay]) and a standard shuttle hatch (launching and landing from direction 4 for both bays).
The shuttle bays are large enough to accept yachts.
The *Teucer* has a hyperspeed multiplier of x1.

Colonial *Teucer* Class Missilestar boarding diagram:



A	**B,C**	**D**	**E**	**F**	**G**	**H,J**	**K,M**	**L,N**
8 F.Hull 4 Bridge 2 Missiles	8 F.Hull 4 Ph.3 2 Missiles	4 C.Hull 4 Ph.3	4 C.Hull 3 Aux	6 C.Hull	6 C.Hull	5 A.Hull 5 APR 2 Ph.3 15 Warp	4 Shuttle 7 Fighters	4 Cargo 4 Battery 4 Ph.3

SSD'S

	GIF file
Teucer Missilestar SSD	36k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Teucer Class Missilestar	45	10	120	2.00	2	D	25	4	5	6600	2 Asps

Annex #7B: Ships able to land on planets

This ship may not land on a planet.

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Teucer Missilestar	CAD	4/2	8	2/2/1	400	22*

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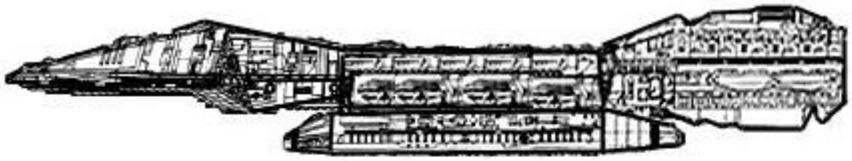
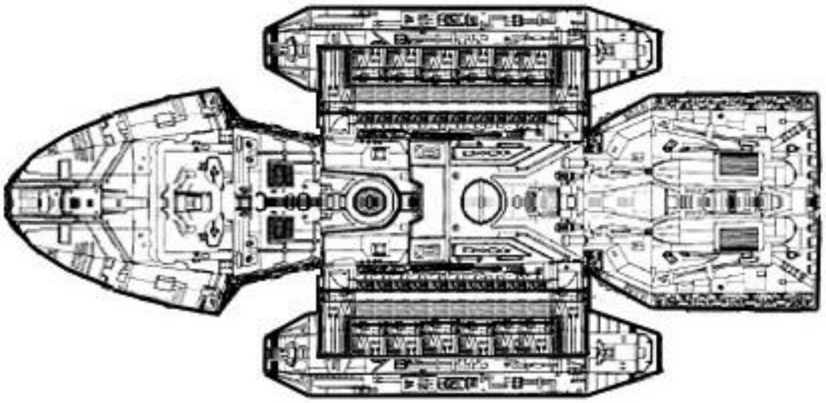
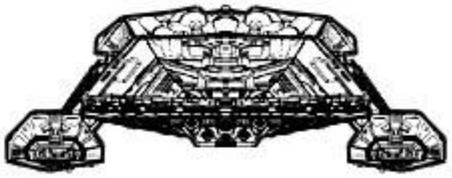
SPAWN CLASS FIGHTINGSTAR







The *Spawn* Class Fighting Star was based upon the hull of the *Pulsar* Class Gunstar and was designed to be a general purpose warship. Able to carry enough fighters to protect itself and attack, and also to carry weaponry which would enable to the ship to be used offensively as well as it is complement of Vipers.

With all these requirements, the hull of the Gunstar was changed quite a bit, and the interior was effectively rebuilt from the ground up. The missiles and heavier turbolasers of the Gunstar were removed, as were the central turbolasers. In their place were added more defensive turbolaser batteries and two heavy turbolasers. Not a heavy weapons load when compared to the Gunstar, but enough to allow the Fighting Star to inflict damage on other capital ships. A larger complement of Vipers were added, along with additional Asps for extra EW protection.

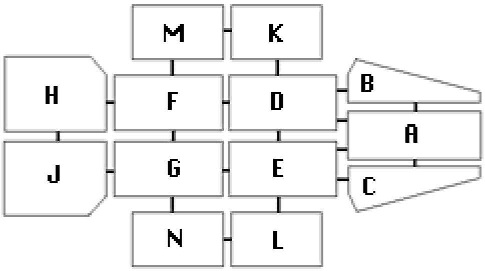
The end result was a versatile ship that was a lot more capable of taking care of itself in battle, but not a very spectacular one. Still, it was cheaper to build than a Gunstar and Battlestar and many were built to form the backbone of many squadrons.

*The Fighting Star was found at **Jim Stevenson's** site, SSD's designed by me and drawn by **Sean Driscoll**.*

GAME RULES

Spawn Class Fighting Stars have two large shuttle bays, and may conduct transfers via (J1.593). Each bay has a launch tube ([J1.54] which will propel a fighter flight to speed 12 and will launch in direction 5 [Alpha bay] or 2 [Beta bay]) and a standard shuttle hatch (launching and landing from direction 4 for both bays).
The shuttle bays are large enough to accept yachts.
The *Spawn* has a hyperspeed multiplier of x1.

Colonial *Spawn* Class Fighting Star boarding diagram:



A	B,C	**D**	**E**	**F**	**G**	**H,J**	**K,M**	**L,N**
8 F.Hull 4 Bridge 2 Ph.1	8 F.Hull 4 Ph.3	4 C.Hull 4 Ph.3	4 C.Hull 3 Aux	6 C.Hull	6 C.Hull	5 A.Hull 5 APR 2 Ph.3 15 Warp	4 Shuttle 9 Fighters	2 Fighters 4 Cargo 4 Battery 4 Ph.3

SSD'S

	GIF file
Fighting Star SSD	40k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Spawn Class Fighting Star	45	10	103	2.00	2	D	25	6	6	6600	4 Asps

Annex #7B: Ships able to land on planets

This ship may not land on a planet.

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Fighting Star	CA	6/4	8	2/2/1	-	28*

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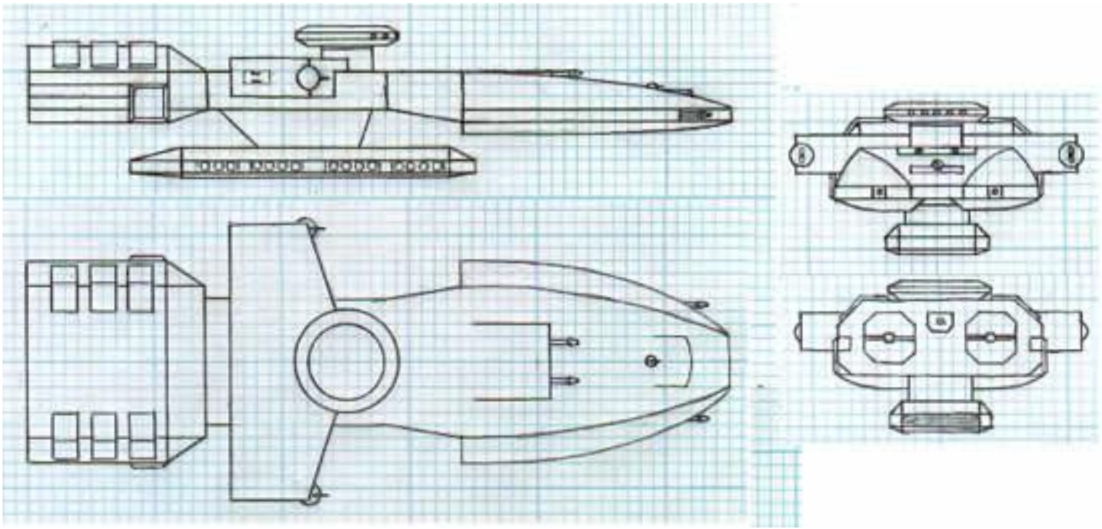
OSIRIS CLASS BATTLECRUISER



The original *Osiris* class battlecruiser was designed just prior to the designing of the battlestars. In addition to providing the Colonial forces with a new warship capable of taking on the latest (for that time at least) basestar, it also provided a testbed for many of the technologies that were to be incorporated into the battlestars. Osiris class battlecruisers were used as the core element of many action groups.

As the war continued on, a need to upgrade the existing design was determined to be necessary. As more of the upgraded *Osiris'* entered service, the original versions were relegated to escort battlestars, while the upgraded *Osiris'* took the original versions place as the core of the action groups.

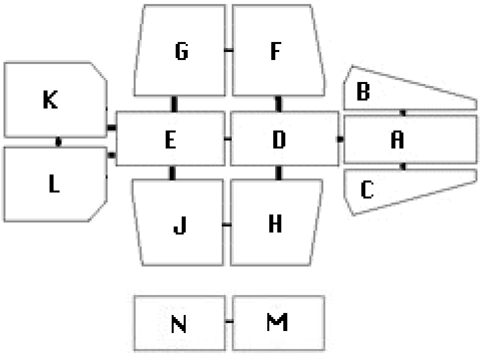
As an aside, the original *Osiris* was one of the first ships to carry the new *Asp* Class recon Viper, being designed and constructed to carry the new fighter before it actually entered service!

*The Osiris was drawn and designed by **Terry Ollila**, SSD's drawn by **Sean Driscoll**.*

GAME RULES

The *Osiris* have one large shuttle bay, which has two launch tubes ([J1.54] which are able to propel a fighter flight to speed 12 and will launch in direction 5 or 2) and a standard shuttle hatch (launching and landing from direction 4).
The shuttle bay is large enough to accept yachts.
The *Osiris* has a hyperspeed multiplier of x1.25.

Colonial *Osiris* boarding diagram:



A	**B,C**	**D**	**E**	**F/H**	**G/J**	**K/L**	**M**	**N**
8 F.Hull	8 F.Hull	4 C.Hull	4 C.Hull	3 C.Hull	3 C.Hull	15 Warp	21 Fighter	6 Shuttle

4 Bridge	2 Ph.1	5 Missile	4 Ph.3	3 Cargo	3 Battery	5 A.Hull		4 Fighter
2 Flag	4 Ph.3			2 APR	4 APR	2 Ph.3		4 Ph.3
2 Aux				1 Ph.2				
2 Lab								
1 Ph.2								

Area D connects to Area M, and Area E connects to Area N.
*The **Refit Osiris** replaces all Ph.2 with Ph.1's.*

SSD'S

	GIF file
Osiris Class Battlecruiser SSD	48k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	Crew Units	Brdg Parties	BPV	Move Cost	Size Class	Turn Mode	Explos. Str	F&E Cmd	Ftr Flights	Year	Notes
Osiris Class Battlecruiser	45	10	126	2.00	2	D	26	6	7	6480	4 Asps
Osiris Class Battlecruiser (refit)	45	10	128	2.00	2	D	26	6	7	6650	4 Asps

Annex #7B: Ships able to land on planets

This ship may not land on a planet.

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	Type	Ftrs	Admin	Bays	Store	DC
Osiris Class Battlecruiser	BC	7/4	6	2/1/1	300	27*

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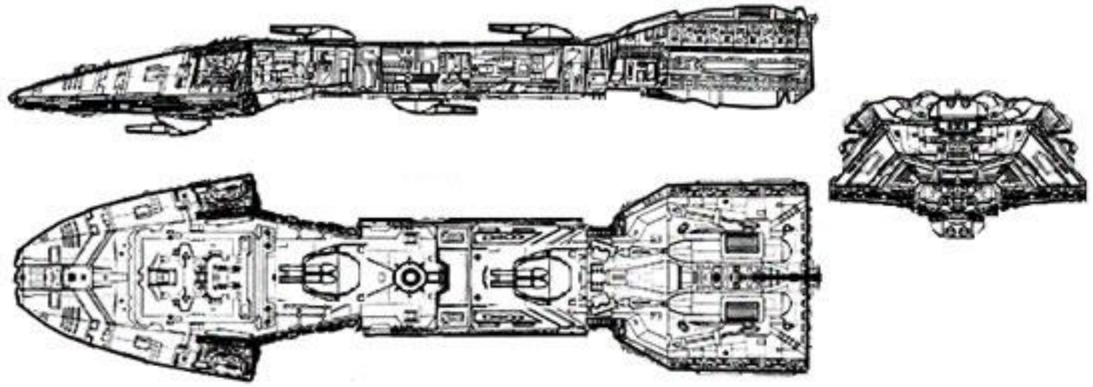
MAXIMUS CLASS BATTLECRUISER



The *Maximus* Class Battlecruiser was designed as a radical new idea in the concept of maximum firepower - hence the name of the class. Whilst the ship may not carry as much firepower as some of the other large cruisers, the ship is unique in how it mounts the weapons. Four heavy turrets mounted on the hull allow the ship to be able to point and fire all of its heavy weapons in one direction - any direction - which is a major advantage in combat as the ship does not have to do as much manoeuvring to engage the enemy and makes it harder for the target to hide, and this more than makes up for any lack of firepower discrepency between the classes.

Combined with a streamlined hull that made the craft agile and fairly speedy, the *Maximus* Class was sought after by many Colonial commanders who valued the firepower that the craft could add to any fleet, and the slow construction of the class could never meet up with demand.

The *Maximus* was not without it flaws though. The large turrets which gave the *Maximus* its flexible firearcs also took up large amounts of space within the hull which meant that some systems couldn't be fitted. This included a Viper self defence force which meant that the class had to be supported by other carriers, but by now, the Colonial Navy was getting used to idea of providing fighter carriers to it is ships and construction of their Light Carriers had been stepped up. The turrets would also haunt the ships through their service career being incredibly maintainance intensive. Battle damage could also cause the turrets to lock in one position, and in many surviving ships of the later years, a lot of the turrets would be fixed in permanent positions, making the ships lose their flexibility.

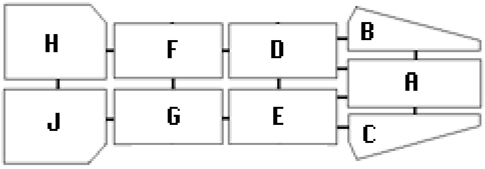
But whilst in operation, the class was highly valued and involved in nearly all major conflicts.

The Maximus was drawn and designed by ***Adam Somers****, the write up and SSD were by me, and the SSD was drawn by* ***Sean Driscoll****.*

GAME RULES

The *Maximus* has one large shuttle bay and a standard shuttle hatch (launching and landing from direction 4).
The shuttle bay is large enough to accept yachts.
The *Maximus* has a hyperspeed multiplier of x1.25.

Colonial *Maximus* boarding diagram:



A	**B,C**	**D,E**	**F,G**	**H/J**
8 F.Hull	8 F.Hull	4 C.Hull	4 C.Hull	14 Warp
4 Bridge	4 Ph.3	2 Ph.1	2 Lab	5 C.Hull
3 Aux			2 Shuttle	3 Cargo
2 Ph.3			2 Ph.1	5 APR
				2 Ph.3

SSD'S

	GIF file
Maximus Class Battlecruiser SSD	21k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Maximus Class Battlecruiser	36	10	93	1.50	2	C	22	5	0	6700	

Annex #7B: Ships able to land on planets

This ship may not land on a planet.

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Maximus Class Battlecruiser	BC	0/0	4	0/0/1	0	0

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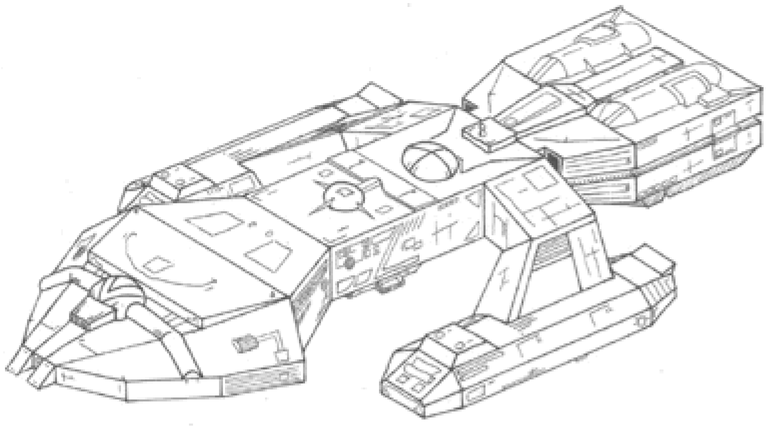
TRITON CLASS STRIKE CARRIER



During the war, the Colonial Navy saw a need for a vessel to be able to carry a commando strike team deep in the heart of Cylon held territory, insert this team with whatever fighter and heavy weapon support was needed for the success of the mission, and then once extraction was complete, jump out of the system. Hopefully long before Cylon reinforcements could show up.

The ships requirements included the need to work alone from other vessels, it should mount enough weaponry to delay attacking Cylon forces, and cover enough fighter cover for the ship and its commando team. Whilst it was envisaged that the ship would in all probability end up going toe to toe with Cylon warships, this would not be the function of the ship. Any slugfests with enemy warships would probably mean that the mission was a failure and thus should be aborted. Finally, the ship would mount the best hyperspeed engines possible for the quickest transit time, surprise being a vital factor in the success of any missions.

Three prototypes ships were constructed - the *Posieden*, the *Acropolis* and in an unusual turn of events, the last was christened the *Pack of Daggits*. Over the next five yahrens, these ships were used in their roles as well as in normal duties and their abilities assessed as to whether or not the class had a future.

These ships utilised some changes to standard Colonial Policy at the time. For a start, their fight decks were of the through design, so that the shuttles actually launched from the forward position instead of out the back. Secondly, the ships main weaponry was mounted in fairly static positions just above the forward shuttle bay. The theory was that this would provide a much greater field of fire for the weapons should their use be needed. In actuality this position actually decreased their fire arcs, and in the new *Tritons* their positioning would be placed back to the more conventional forward hull position.

As it turned out, the class had, but with various modifications and alterations. it is interesting to note that out of the two surviving prototypes (the *Pack of Daggits* having been destroyed on its second mission when faulty intelligence led to it jumping into the middle of a Cylon warfleet), neither of them were modified to accept the new modifications and thus ended their days in the original configurations. The *Posieden* surviving right up to near the end of the war, while the *Acropolis* disappeared on the eve of 7,000 on the onset of a new mission. The ship has never been found.

The new class of *Triton* was altered in the following ways. Its main weaponry was re-sited to the forward hull of the ship. The old firing positions being considered too static with very limited firing arcs. The fighter complement was increased, as was the amount of shuttles carried. The *Asp* contingent was also expanded by 100% as it was thought that more EW capability was needed for the shuttles and fighters. Finally various internal changes were made, including ripping out the majority of the laboratory facilities, decreasing the internal power plants by increasing engine power.

Unusually, the first ship to actually hold the name of 'Triton' was actually the *second* production model ship. Apparently whilst the class name was known almost from the start, due to an oversight in naming, a ship bearing the class name was actually forgotten about until production on the ships proper had been started. Considering it bad luck to rename an already christened ship, the Triton itself had to wait until the second production model, or the fifth ship of the class had been commissioned.

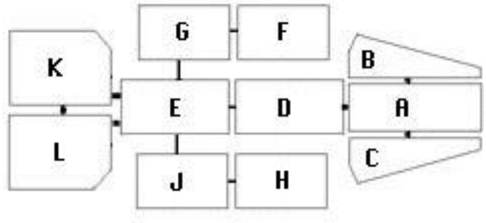
The Triton Class Strike Carrier was jointly designed by ***Tony Charlesworth*** *and myself, the art was drawn by* ***Darren Greenaway*** *and the SSD was designed by me and drawn by* ***Sean Driscoll****.*

[On an aside, a ship called Triton is named in the background of "Saga of a Star World" - was this the Triton? Did one infact still exist up until the ambush at Cimtar?]

GAME RULES

The *Tritons* have two large shuttle bays but may not conduct transfers via (J1.593). Each bay has a launch tube ([J1.54] which will propel a fighter flight to speed 12 and will launch in direction 5 [Alpha bay] or 2 [Beta bay]) and a standard shuttle hatch (launching and landing from directions 1 or 4 for both bays).
The shuttle bays are large enough to accept yachts.
The *Triton* has a hyperspeed multiplier of x0.75.

Colonial *Triton* class boarding diagram:



	A	B,C	D	E	F/H	G/J	K	L
Prototype:	6 F.Hull 4 Bridge 1 Sensor	5 F.Hull 3 Ph.3	6 C.Hull 2 Aux 3 Battery 4 Ph.3	6 C.Hull 4 Barracks 4 Lab	6 Fighter 6 Shuttle 2 Ph.1	5 Fighter 4 Cargo 3 Ph.3	5 A.Hull 5 APR 2 Ph.3 12 Warp	5 A.Hull 5 APR 2 Ph.3 12 Warp
Production:	4 F.Hull 4 Bridge 1 Sensor	4 F.Hull 2 Ph.1 3 Ph.3	8 C.Hull 2 Lab 8 APR 6 Battery 3 Ph.3	8 C.Hull 6 Cargo 6 Barracks 6 Ph.3	12 Fighter 2 Ph.3	4 Fighter 8 Shuttle 1 Ph.3	5 A.Hull 2 Ph.3 14 Warp	5 A.Hull 1 Ph.3 14 Warp

SSD'S

	GIF file
Triton (Prototype) SSD	32k
Triton (Production) SSD	32k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	Crew Units	Brdg Parties	BPV	Move Cost	Size Class	Turn Mode	Explos. Str	F&E Cmd	Ftr Flights	Year	Notes
Triton Class Strike Carrier (prototype)	15	12	94	1.50	2	C	22	5	6	6753	4 Asps, SC

Triton Class Strike Carrier	12	10	99	1.50	2	C	24	5	8	6758	8 Asps, SC

Annex #7B: Ships able to land on planets

The *Triton* may not land on a planet.

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Triton Class Strike Carrier (prototype)	CVS	6/4	12	2/2/4	-	34*
Triton Class Strike Carrier	CVS	8/8	16	2/2/4	-	48*

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PROTECTOR CLASS CRUISER

The Colonial Protector is one of the main line heavy cruisers of the Colonial fleet. A flexible design, the protector is used in many roles including fleet support, star exploration and system defense. These ships are often found escorting the larger ships or in command of smaller battlegroups.

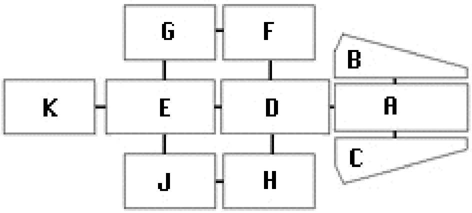
Originally designed for the protection of star systems and escort duties, they excell in performing quick strikes against Cylon outposts. Its complement of fighters in addition to it is impressive firepower for a ship of it is size makes the protector class vessels ideal for these types of attacks.

*The Protector was designed by **Todd Boyce**, drawn by **Todd Boyce** and **Steve Wilson**, the SSD was designed by me and drawn by **Sean Driscoll**.*

GAME RULES

Protectors have two large shuttle bays, and may conduct transfers via (J1.593). Each bay has a launch tube ([J1.54] which will propel a fighter flight to speed 12 and will launch in direction 5 [Alpha bay] or 2 [Beta bay]) and a standard shuttle hatch (launching and landing from direction 4 for both bays).
The shuttle bays are large enough to accept yachts.
The *Protector* has a hyperspeed multiplier of x1.

Colonial *Protector* boarding diagram:



A	**B,C**	**D**	**E**	**F/H**	**G/J**	**K**
6 F.Hull	7 F.Hull	8 C.Hull	8 C. Hull	3 Shuttle	2 Fighter	28 Warp
4 Bridge	4 Ph.3	4 Ph.3	6 Battery	9 Fighter	3 Ph.3	10 A.Hull
4 Ph.1		6 Lab	2 Aux		4 Cargo	4 Ph.3
		4 APR	6 APR			

SSD'S

	GIF file
Protecter Class Cruiser SSD	45k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Protector Class Cruiser	32	8	97	1.50	2	C	24	5	6	6700	4 Asps

Annex #7B: Ships able to land on planets

This ship may not land on a planet.

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Protector Class Cruiser	CA	6/4	6	2/2/2	-	28*

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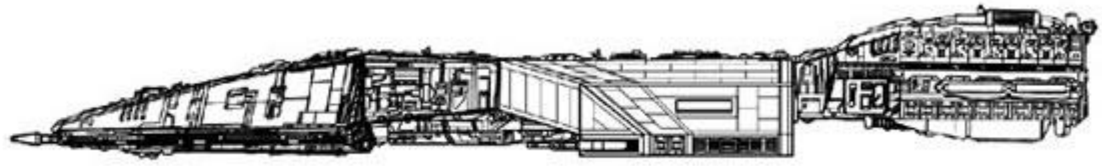
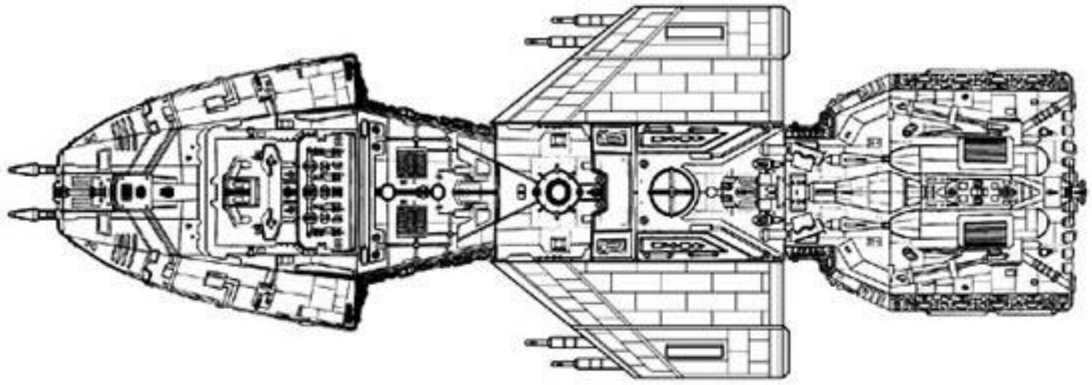
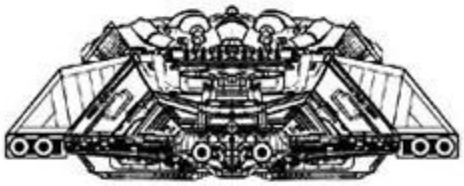
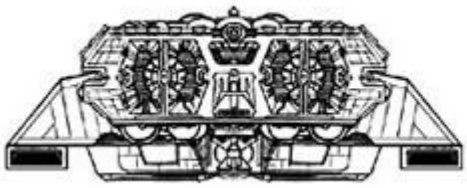
TIGER CLASS CRUISER V3.0









The *Tiger* Class Destroyer has had a muddled past. The ship was originally designed an escort vessel, which could free up the large Battlestars from convoy duty. At the same time, it was also design to be able to fight Basestars, all on a much smaller hull than a Gun- or Battlestar. It also had to be fast, and being an escort ship, had to be able to take care of itself without it is own escort.

All in all, a difficult task for any designer, and the ship underwent no less than three major revisions and countless minor design changes before the ship - as currently in service - entered duty.

Like most Colonial Ships, it is also a mess, and excels at no particular task well. Due to the design criteria, it was found that not all components in the desired amounts could be fitted into the hull size, and thus their capabilities were reduced. As a result, while the ship mounts an impressive array of heavy turbolasers, the original specification required more, and of the heavier types. As a compensation, the ship has two missile racks, although these seem to have been added as an after-thought as the ship has no missile storage facilities. For an escort ship to be successful, it must carry fighters, and it must carry them in sufficient quantities to be able to protect a convoy. Whilst the ship was never envisaged to rival a Battlestar in its fighter capacity, what it does carry is pitiful at most - a scant 8 Vipers and 2 Asps, not hardly enough for recon duty, let alone escort duty.

About the one thing that the ship *does* do well though, is move. Because the hull size limits the size of the engines, an awful lot of the ships internal space is set aside for large reactors - rivalling that on the Gunstars even. And when the ship does not have to use its engine power for weaponry, it can really move.

As a result of all this, the ships true role is something of confused mess. Neither powerful enough to take on Basestars alone, nor carrying enough fighters for proper escort duties, the ship has generally taken on the role of either a fast raider, or as a larger Destroyer.

Names:

Revenge, Intrepid, Valiant, Serapis

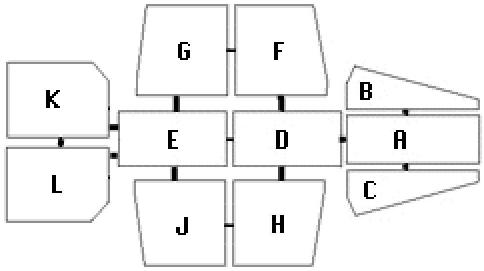
The Tiger was designed and drawn by the guys on the ***Newsflash Galactica*** *website, SSD's designed by me and drawn by* ***Sean Driscoll****.*

GAME RULES

The Destroyer has one large shuttle bay. The bay has a launch tube ([J1.54] which will propel a fighter flight to speed 12 and will launch in direction 1 and a standard shuttle hatch (launching and landing in direction 4).
The shuttle bay is large enough to accept yachts.

The Destroyer has a hyperspeed multiplier of x1.

Colonial *Tiger* Class Destroyer boarding diagram:



A	**B,C**	**D**	**E**	**F/H**	**G/J**	**K/L**
6 F.Hull	7 F.Hull	4 C.Hull	4 C.Hull	4 C.Hull	4 C.Hull	5 A.Hull
4 Bridge	4 Ph.3	4 Ph.3	2 Lab	3 Ph.1	4 Ph.3	12 Warp
	1 Ph.1	5 APR	2 Aux	3 APR		3 Battery
	1 Missile	5 Fighters	3 APR			2 Ph.3
			4 Shuttles			

SSD'S

	GIF file
Tiger Class Destroyer SSD	40k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**

Tiger Class Destroyer	18	10	86	1.50	2	C	24	5	1	6700	2 Asps

Annex #7B: Ships able to land on planets

This ship may not land on a planet.

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Tiger Class Destroyer	CA	1/2	4	1/1/1	-	5

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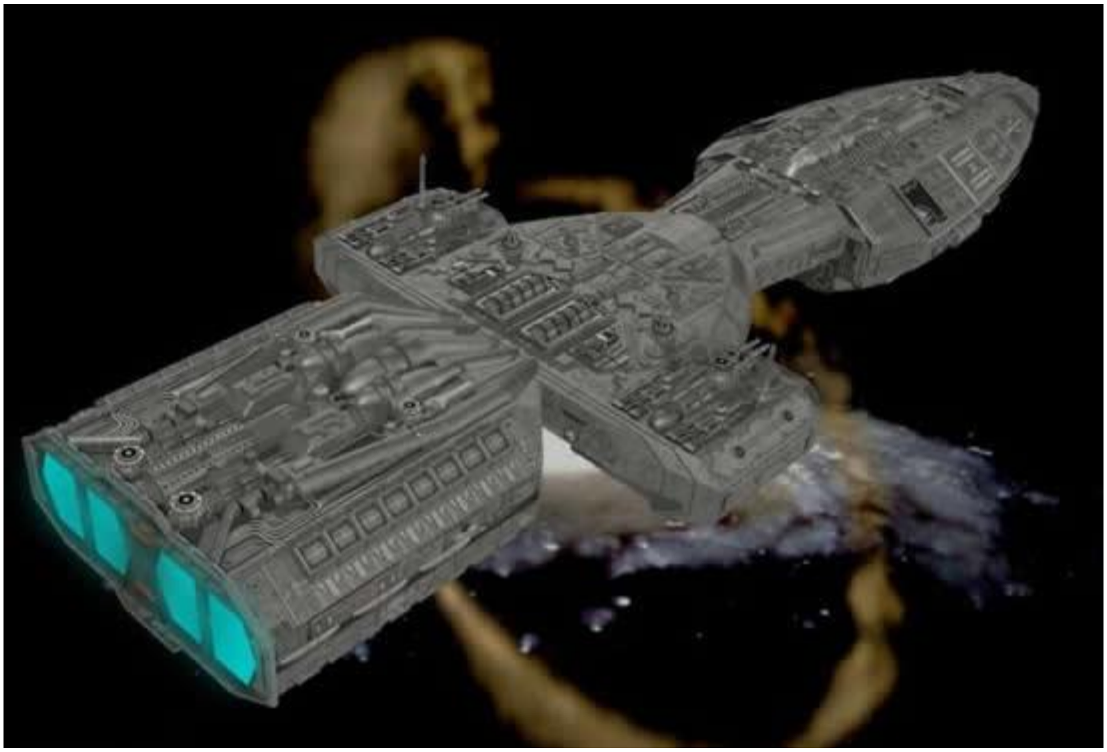
LIBRA CLASS DESTROYER



Gunstars, while a successful design, were never built in significant numbers (indeed the total number built never exceeded the amount of Battlestars built), and thus couldn't be everywhere at once. The resources needed to build one of the huge Gunstars were also extravagant, and thus Gunstars never were built quickly.
This, alas, was unacceptable to Colonial Command. They needed ships that could take on Baseships and win (the Gunstars), or ships that when combined with an escort could inflict major damage on a Baseship.

The *Libra* Class Destroyer was the result. It goes against most Colonial doctrine by not carrying many fighters, but the space freed up by this was used to install large turbolasers. Large power plants were installed to power these weapons.

Alas, the *Libra* Class was not a qualified success, the main reason being its lack of fighters. Most commanders tried initially to use the Destroyer as a cheap-mans Gunstar, and without adequate fighter support, that tactic just amounted to a lost ship, because while the *Libra* did have the firepower to damage a Baseship, it couldn't really do much against its fighter escort.
Once commanders started realising this, the ship was put to good use. With a couple of CVL escorts and usually a CLE, the

Destroyer Squadron (as the grouping of ships was called) was sent in action, usually with some good results. Against lone Baseships these Squadrons had a reasonable chance of destroying it, although usually resulting in the destruction of at least half the squadron itself. Against multiple baseships, squadrons were annihilated.

Still, the Colonials devised ambushes and other sleight of hand tactics, and Destroyer Squadrons became the backbone of the Colonial Fleet and the unsung heroes of the war.

Variants:

There was a few variations to the Destroyer, one was that of the *Aquaria* Class Destroyer Carrier. It was realised when a Destroyer limped home with major damage to its pulsar lasers, and no replacements were available at that time. Instead of seeing the ship wasted, the damaged lasers were ripped out and additional fighter bays were installed.
With power to spare now that the ship had no heavy weapons, it became one of the fastest ships in the fleet, and was used on strike missions providing fighter and escort protection. Like the Destroyer, it was not an outrageous success. It couldn't carry enough fighters for decisive action, and while the speed was a bonus, it had no heavy weapons to supplement this. Still, a few destroyers were converted to this design, but most of these ended up on escort duty in rear areas.

Another variant was the *Leosia* Class Missile Destroyer. Owing more to the DDV than the DD itself, the Missile Destroyer again had the heavy turbolasers removed and this time replaced with missile racks. It had the speed of the DDV (which was impressive), and had a good hitting potential. It was never built in large numbers as it was deemed a resource intensive ship, requiring constant re-supply for it is missiles after every battle. Still, it did prove to be a capable ship when supported with fighter cover and missile carrying transports. The DDD was actually the saviour of the DDV. Being able to achieve the same speeds, the two types of ship were sometimes (rarely though) combined into 'true' destroyer squadrons. Not a brilliant success, but worth enough to make it more than a one-off.

A final major variant was the *Eidolon* Class Destroyer Scout. This class of ship had all of its heavy weapons removed and replaced with a large and powerful sensor package - one of the most powerful mounted on any Colonial ship. The large (and generally considered useless) cargo bay was replaced by expanded laboratory space and two additional *Asp* recon fighters were added. Finally, in an attempt to compensate slightly for the loss of firepower, some additional turbolaser batteries were added to replace the heavier weapons. With the larger weapons prone to blinding and rendering the sensors useless, these smaller weapons were deemed far more suitable. Issued in an attempt to replace light cruisers being employed in Destroyer squadrons, the DDS was a successful design, and when teamed with additional destroyers and a *Thera* Class medium carrier, destroyer squadrons become more than capable of taking on the best the Cylon Empire had to offer. Unfortunately there were never enough of them to go round, so it was a dream that never fully realised.

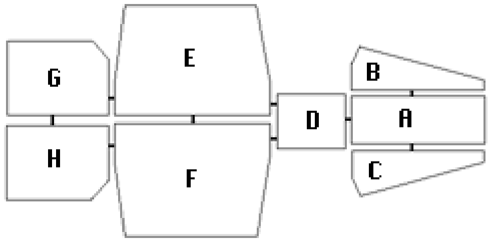
Not a specific variant in themselves, some destroyers were outfitted with faster hyperspeed engines enabling them to travel between the stars at a much increased rate. Ships of these types were placed together in 'fast squadrons' and dispatched on raiding missions deep into Cylon space, either taking out critical targets or acting as decoys to lure enemy forces away from other strike missions. Because of their reduced power requirements, the DDV and DDD were usually selected to become Fast Destroyers, which were designated with the suffix -F, thus a DDD Fast Destroyer becomes a DDD-F.

The Destroyer was designed by ***Steve Wilson****. The SSD's were designed and drawn by me.*

GAME RULES

Destroyers have one large shuttle bay. The bay has a launch tube ([J1.54] which will propel a fighter flight to speed 12 and will launch in direction 1 and a standard shuttle hatch (launching and landing in direction 4).
The DDV has two shuttle bays, and transfers are possible via (J1.59).
The shuttle bay is large enough to accept yachts.
Destroyers have a hyperspeed multiplier of x1. Fast Destoyers have a multiplier of x0.75. This does not change their BPV.

Colonial Destroyer boarding diagram:



A	**B,C**	**D**	**E**	**F**	**G,H**
9 F.Hull	1 Fighter	6 F.Hull	3 C.Hull	3 C.Hull	3 A.Hull
3 Bridge	4 Ph.3	6 Fighters	3 Ph.1	3 Ph.1	4 APR
			2 Lab	2 Aux Con	2 Battery
			4 Shuttle	4 Cargo	2 Ph.3
			2 Ph.3	2 Ph.3	10 Warp

*The **DDV** substitutes 3 Fighters for the Ph.1's in E and F*
*The **DDD** substitutes 2 Missiles for the Ph.1's in E and F*
*The **DDS** adds 1 Fighter in areas B and C, replaces the 3 Ph.1 in areas E and F with 2x Ph.3 and 2x Special Sensors, removes the Lab in area E and replaces the Cargo in area F with Lab.*

SSD'S

	GIF file
DD *Libra* Class Destroyer SSD	24k
DDD *Leosia* Class Missile Destroyer SSD	24k
DDS *Eidolon* Class Scout Destroyer SSD	22k
DDV *Aquaria* Class Destroyer Carrier SSD	24k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
DD *Libra* Class Destroyer	23	6	74	1.00	3	C	20	4	2	6600	2 Asps
DDD *Leosia* Class Missile Destroyer	23	6	84	1.00	3	C	21	4	2	6600	2 Asps
DDS *Eidolon* Class	23	6	74	1.00	3	C	21	4	2		4 Asps,

Destroyer Scout										SC
DDV *Aquaria* Class Destroyer Carrier	23	6	69	1.00	3	C	20	4	4	6600 2 Asps

Annex #7B: Ships able to land on planets

This ship may not land on a planet.

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Destroyer	DD	2/2	4	1/1/1	-	12*
	DDD	2/2	4	1/1/1	200	12*
	DDS	2/4	4	1/2/1	-	12*
	DDV	4/2	4	2/1/1	-	18*

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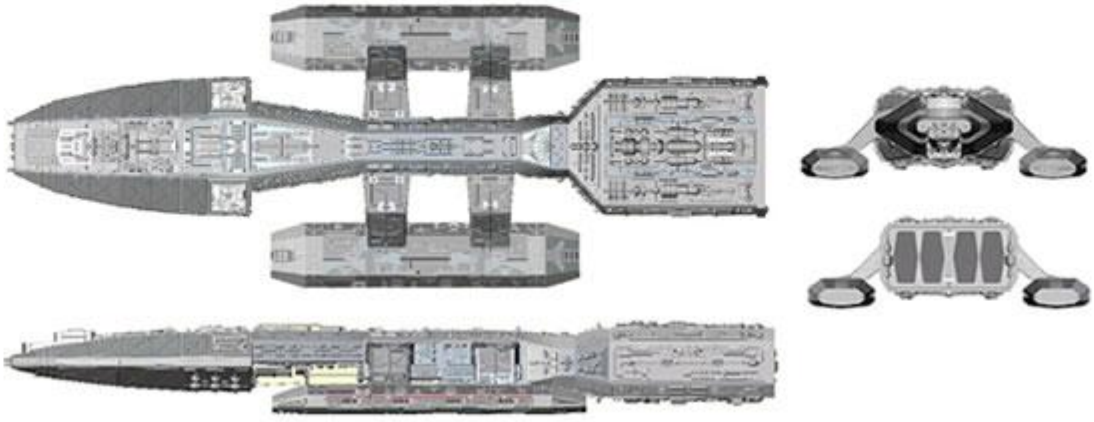
THERA CLASS MEDIUM CARRIERS



The CVL light carriers were built in large numbers and served admirably, but unfortunately being based on the *Xerxes* Class light cruiser hull, they were desperately fragile. The CVA Battlestars were much more sturdier and had the ability to operate independantly, but they were too expensive to build in large numbers. So the Colonial Navy converted many other designs to carry more and more fighters - the DDV Destroyer Carriers were a prime example. Unfortunately for these converted designs they suffered from being just that, conversions and not purpose built carriers. What the Navy needed was a middle ground, a carrier that was large enough to transport enough fighters into combat to support it is squadron, not be light enough to fall apart at the slightest hammering of enemy fire, but not being too large so that it was too expensive to build. With these medium carriers, the CVL light carriers could be withdrawn from frontline service, or at least replaced in Destroyer-sized or heavier squadrons.

The *Thera* Class Medium Carrier was the result of this program. Built specifically around the size of a *Libra* Class Destroyer, the ship was able to carry two short squadrons of Vipers into combat along with additional *Asp* support. The ship was larger than the Light Carriers and able to mount additional firepower and protection, but luckily was small enough to able to build at a reasonably pace, and the class was not designed to operate independantly. It supported a squadron, and at the same time depended on their support as well. The *Thera* Class was a welcome addition to the fleet, but it was not perfect. The rear turbolaser batteries were slighty weak for a class of this size and the ship was very crowded. In addition, the two flight bays were effectively seperate entities - fighters were not able to be transfered between the two like in the larger Battlestars and this did sometimes cause problems, especially in combat heavy situations when the battle damage mounted.

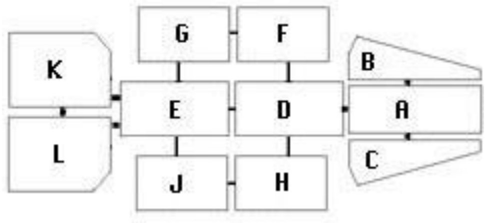
Still, the ship was well liked by the crews that flew them and squadrons of all kind clammered for their inclusion so that there were never enough to go round.

The Thera was spliced by ***John Hall*** *from drawings by* ***Steve Wilson****, and then designed by me my from the warship display by John Hall.*

GAME RULES

Thera Class Medium Carriers have two large shuttle bays. Each bay has a launch tube ([J1.54] which will propel a fighter flight to speed 12 and will launch in direction 5 [Alpha bay] or 2 [Beta bay]) and a standard shuttle hatch (launching and landing from direction 4 for both bays). Transfers between bays are only possible outside of combat situations.
The shuttle bays are large enough to accept yachts.
Thera Class ships have a hyperspeed multiplier of x1.

Colonial *Thera* Class Medium Carrier boarding diagram:



A	**B,C**	**D**	**E**	**F,H**	**G,J**	**K,L**
5 F.Hull 3 Bridge	5 F.Hull 4 Ph.3	5x C.Hull 2x Aux Con 3x Lab 2x Ph.3	5x C.Hull 4x Cargo 4x Battery 6x APR	12x Fighters	3x Fighters 4x Shuttle 3x Ph.3	3x A.Hull 10x Warp 1x Ph.3

SSD'S

	GIF file
CVM *Thera* Class Medium Carrier SSD	24k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
CVM *Thera* Class Medium	20	4	75	1.00	3	C	24	5	8	6850	6 Asps

Carrier

Annex #7B: Ships able to land on planets

This ship may not land on a planet.

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Destroyer	CVM	8/6	8	2/2/2	-	38*

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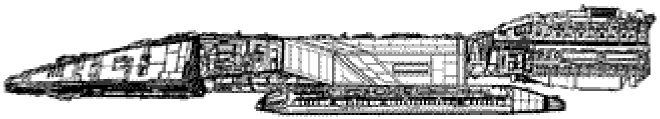
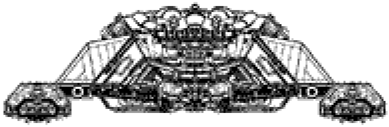
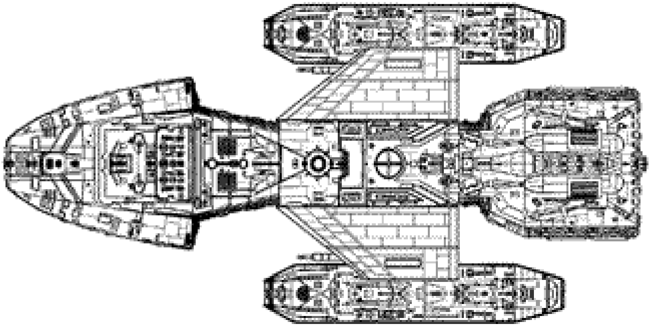
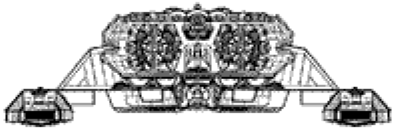
VIRGO CLASS DESTROYER LEADER









Libra Class Destroyers proved a useful design when properly supported, but the problem was supporting them with enough fighters to help them complete their job. While CVL's were in plentiful supply, the ship suffered from being too fragile, and the amount of Vipers that were lost because they run out of fuel with no ship to head back to was too many to count.

The *Aquaria* Class DDV was a partial solution, but one that never adequately solved anything, and so Colonial Command went in search of another answer.

They came up with the *Virgo* Class Destroyer Carrier Leader, or DVL class. It was basically a normal DD with the addition of two large landing bays, one strapped to each side of the ship, which would carry enough fighters for escort and defence, and the ship itself would be strong enough to survive more than one or two passes by enemy Raiders.
The ship would also have extended command facilities and would serve as the flagship of the new visualised destroyer squadrons, which could finally dispense with the need for the CVL's.

Or, like most designs, that was the theory. The reality was slightly different. For a start, the inclusion of the landing bays proved problematic at best, after all, a destroyer was not designed to mount such huge bays on the sides, and the whole inside of the destroyer had to be completely redesigned to accommodate them. This meant that some of the heavy weapons had to be removed as components were juggled around. The pods slowed down the ship with all the extra mass, and so larger engines had to be mounted just to make the ship keep up with ordinary destroyers, and with the pods, the manoeuvrability of the ship was also compromised.

And then there was all the additional crew that had to be accommodated. The original destroyer had a crew of some 320 people, while the new ship had a crew of around 540, but no extra space to place them, and thus things got cramped very quickly.

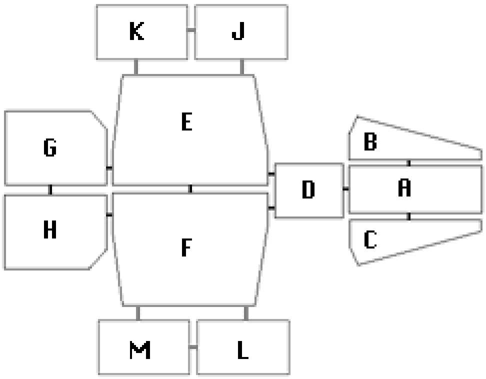
In the end only a few models were built, and while they proved useful in combat situations, they never were very popular with their crews.

The DVL was designed and SSD drawn by me, the art was drawn by Terry Ollila.

GAME RULES

DVL's have two large shuttle bays, but may not conduct transfers via (J1.593). Each bay has a launch tube ([J1.54] which will propel a fighter flight to speed 12 and will launch in direction 5 [Alpha bay] or 2 [Beta bay]) and a standard shuttle hatch (launching and landing from direction 4 for both bays).
The shuttle bays are large enough to accept yachts.
The DVL has a hyperspeed multiplier of x1.

Colonial Virgo Class Destroyer boarding diagram:



A	B,C	D	E	F	G,H	J,L	K,M
9 F.Hull	4 Ph.3	6 F.Hull	3 C.Hull	3 C.Hull	3 A.Hull	15 Fighters	2 Fighters
3 Bridge		2 Flag	2 Ph.1	2 Ph.1	4 APR		4 Shuttles
		2 Aux con	4 Cargo	4 Lab	2 Ph.3		4 Ph.3
			4 Ph.3	4 Battery	14 Warp		

SSD'S

	GIF file
Virgo Class Destroyer Carrier Leader SSD	32k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	Crew Units	Brdg Parties	BPV	Move Cost	Size Class	Turn Mode	Explos. Str	F&E Cmd	Ftr Flights	Year	Notes
Virgo Class	30	6	98	1.50	3	D	25	6	10	6600	4 Asps

DVL
Destroyer
Leader

Annex #7B: Ships able to land on planets

This ship may not land on a planet.

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Virgo Class Destroyer Carrier Leader	DVL	10/4	8	2/2/2	-	42*

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HERMES CLASS FLEET TENDER

The *Hermes* Class Close Support Tender was designed as a replenishing vessel, but one that has a fair amount of close defence ability so that it can support a fleet while in hostile territory.

The Colonials certainly did not mind sending out their fleets on long range missions for sometimes yahrens at a time, and while as formidable as they might be, even Battlestars need fuel and supplies for their ship and crew. The smaller cruisers and destroyers would run out supplies long before their larger brethren. It was for this duty that the *Hermes* was designed to fulfil. In friendly territory, normal bulk tankers could be relied on to replenish the fleet, but on a mission, the normal tanker could be cut to pieces by even a single raider.

The *Hermes* therefore, had to be armed with defensive weaponry, carry a defence force, and also carry enough supplies to make the class worthwhile. While never intended to be unescorted by (usually) a couple of light cruisers (usually 2 CVL's or 1 CVL and 1 CLE), and certainly not meant for front line combat, the ship had to be able to defend it is precious cargo. To aid in the re-supply of other ships, the class is equipped with a large amount of shuttles which are designed to work in conjunction with the ship under service to get the work done as quickly as possible.

In the end, seven separate classes of the ship were produced - TF-F fuel carrier, TF-C cargo carrier, TF-D dromedary joint fuel and cargo carrier (designed for the smaller fleets where a single ship of either class is deemed excessive), TF-R fleet repair cruiser, TF-T troop transport, which takes advantage of the classes bulky shape to cram troops, combat vehicles and additional shuttles into the cavernous cargo hold, and the TF-P power ship, used to supply vital power to ships in need and to help create camouflage fields. The other major design was the hospital ship used to ferry the wounded back to bases or to act as large mobile hospitals. These ships had slightly better command and control facilities than their standard brethren as the Cylons liked to single them out for destruction early on in combat, especially full capacity ships. As a result, they always had an escort, usually 2 CVL's and 1 CLE.

Later on, an additional class of ship was introduced, the TF-PF patrol ship tender. Indended to supplement the PFL light cruiser, the TF-PF was a larger ship able to hold eight patrol boats with greater resupply and repair facilities. In addition, the TF-PF did not sacrifice its fighter carrying ability making it better able to defend itself in combat.

As a class, the *Hermes* was the backbone of the Colonial supply chain and operated in all circumstances right up to the end of the war. Their captains were usually known as either courageous or crazy in their dedication to the war effort.

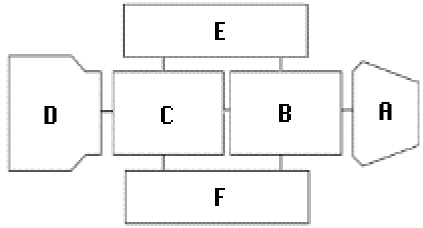
*The Hermes was designed and SSD's drawn by me, the image was drawn by **Steve Wilson**.*

GAME RULES

Hermes Class Tenders have two large shuttle bays, but may not conduct transfers via (J1.593). Each bay has a launch tube ([J1.54] which will propel a fighter flight to speed 12 and will launch in direction 1) and a standard shuttle hatch (launching and landing from direction 4 for both bays).
The shuttle bays are large enough to accept yachts.

The TF-PF is a true PF tender and can operate yachts. The full rules for yacht operations can be found here. The *Hermes* has a hyperspeed multiplier of x1.

Hermes Class boarding diagram:



A	**B**	**C**	**D**	**E,F**
10 F.Hull	10 C.Hull	Cargo pallet	6 R.Hull	3 Fighters
3 Bridge	3 Battery		16 Warp	6 Shuttles
4 Ph.3	4 APR		4 Ph.3	
	2 Aux			
	1 Lab			
	4 Ph.3			

SSD'S

	GIF file
Hermes Class SSD	32k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
TF-F Fuel Carrier	12	6	53	1.00	3	D	25	2	2	6500	
TF-C Cargo Carrier	12	6	53	1.00	3	D	25	2	2	6500	
TF-D Dromedary	12	6	53	1.00	3	D	25	2	2	6500	
TF-R Fleet Repair	12	6	62	1.00	3	D	25	2	2	6500	
TF-H Hospital Ship	12	6	53	1.00	3	D	25	3	2	6500	
TF-T Troop Transport	12	6	53	1.00	3	D	25	2	2	6500	T
TF-P Power Ship	12	6	71	1.00	3	D	25	2	2	6500	PS
TF-PF Patrol Ship Tender	12	6	55	1.00	3	D	25	2	2	6500	P

Annex #7B: Ships able to land on planets

This ship may not land on a planet.

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Hermes Class Fleet Tender	all	2/0	12	2/0/2	-	18*

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RANGER CLASS ESCORT

The *Ranger* is an outgrouth of the standard Colonial Light Cruiser, built to more exacting requirements. It was designed to be small, fast and agile, and be able to protect the ships in convoy without having to continually rely on fighter escort. In this capacity the ship was best suited to rear line work, however its speed and agility did help serve it well when reacting to threats.

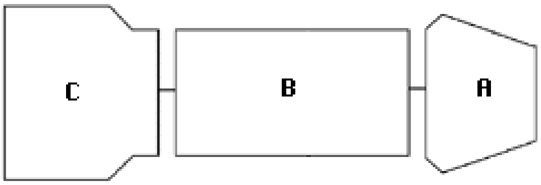
However with all the specialised equipment on board, including the additional sensors and *Asp* Recon fighters, the ship fufilled another role of intelligence gathering and picket raiding where it would penetrate into the rear areas of the Cylon fleets and attempt to disrupt supply lines or to gather information on convoys for later raids.

The Ranger was designed by ***Todd Boyce****, drawn by* ***Todd Boyce*** *and* ***Steve Wilson****, the SSD was designed by me and drawn by* ***Sean Driscoll****.*

GAME RULES

The *Ranger* has two launch tubes (J1.54) for its Asps, which will launch them in direction 1 at speed 12, and a single shuttle bay with a standard shuttle hatch (launching and landing in direction 4).
The shuttle bay is not large enough to accept yachts.
The *Ranger* has a hyperspeed multiplier of x1.

Colonial *Ranger* Class Escort boarding diagram:



A **B** **C**

6 F.Hull
2 Bridge
2 Lab
1 Sensor
1 Ph.1
2 Ph.3

3 C.Hull
2 Ph.3
2 Asps
2 Shuttles

4 A.Hull
2 cargo
1 Ph.3
2 Battery
2 APR
10 Warp

SSD'S

	GIF file
Ranger Class Escort SSD	37k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	Crew Units	Brdg Parties	BPV	Move Cost	Size Class	Turn Mode	Explos. Str	F&E Cmd	Ftr Flights	Year	Notes
CLE *Ranger*	10	2	38	0.50	4	A	10	4	0	6500	2 Asps, SC

Annex #7B: Ships able to land on planets

This ship may land on a planet via Powered landings (P2.434).

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	Type	Ftrs	Admin	Bays	Store	DC
Ranger Class Escort	CLE	0/2	2	0/2/1	-	2

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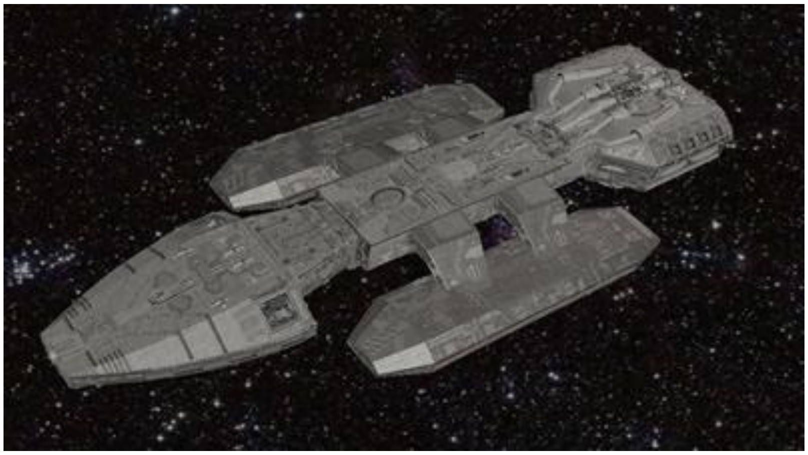
XERXES CLASS LIGHT CRUISER



When the war with the Cylons heated up, the Colonials knew that they had to build more ships, and they knew that these ships had to be capable of fighting the Baseships as well as to escort the Heavy Carriers.
Being limited also in resources, the Colonials decided that this new ship would have to be small, but quickly and cheaply built.

The *Xerxes* Class Light Cruiser was the result. Initially it was used mainly to escort the Carriers, and provide additional fighter coverage, but when it was found to be a useful addition to (what was to become) a completely revitalised fleet, it was modified into many variants and used in a plethora of roles.

When the newer Battlestars, Gunstars and Destroyers were brought into the fold, the Cruiser's role as escort was dwindled, but never died completely. However as the Cylons also introduced their newer larger Baseship, the cruiser found itself more and more out-matched, and it is role changed.

Now it was destined to perform all the other roles of the fleet, such as pirate hunting, contraband interception, rear line escort and supply, and so on. It never fuller lost it is position in the fleet, although when employed against Baseships it had to operate in packs, and nearly always suffered grievous losses.

However many variants were constructed with more fighters, more weapons but none was ever strengthened enough to survive battle.
The most common variant of all, was the CVL Light Carrier. Built in incredible numbers, almost no fleet or squadron was complete without at least one of these vessels.

Variants:

(CL) *Xerxes* Class Light Cruiser

The 'standard' version of the cruiser, the *Xerxes* Class is a blend of cargo carrying, protection and speed, albeit in a small fragile hull.

(CLE) Fleet Escort

The CLE was designed solely to protect a squadron or fleet from a Cylon Raider attack. Never designed to stand up against Baseships, the CLE also had doubtful use when pressed against a mass Raider assault as well. Against Raider patrols though, it served a useful purpose, or when employed in numbers with overlapping fire arcs.

(CVL) Light Carrier

The CVL was the most common design out, and simply added as many fighters as the hull could carry, which turned out to just over a full squadrons worth. Every Colonial fleet or squadron utilised these craft as the capacity to carry Vipers was a very important consideration, especially when faced with overwhelming Cylon Raiders.
Being classed as a warship, the CVL never had any officially assigned escorts, indeed, it was generally considered an escorting ship itself when paired with the larger Destroyers and Gunstars.

(CLD) Missile Cruiser

An attempt to mount serious firepower on a light chassis. While having potential to inflict some serious damage on an enemy, these ships ended up staying out of the way and coming into play to deliver the final blow against an enemy stripped of it is light weapons. This was because a Cylon Baseship had so many light lasers, that it was proved effectively pointless to try and shoot missiles at the beast unless it could be distracted, which is quite a difficult feat to do.

(CLS) Strike Cruiser

More numerous than the CLD, although designed with a similar purpose. More effective as well, for while the heavy turbolasers couldn't inflict the same amount of damage as a missile, a Baseship couldn't intercept the laser beam, and thus the ship could be damaging.

(CLC) Command Cruiser

Because the only way for light cruisers to be effective was if they were employed in packs, a variant had to be developed which could command the pack and control the flow of the battle. The CLC was the result, and soon became a staple with every 'pack' of cruisers sent out to fight. While no formal escorts were ever assigned to this ship, normally a CLE and CVS would be in the same squadron.

(MSL) Minesweeper

The Cylons had a nasty habit of mining large areas of space that they either did not want to patrol, or simply wanted to deny access to their Colonial enemies. And for every Cylon reaction, the Colonials had to have an answer if they were to keep the upper hand. Thus when the Cylons started mining, the Colonials had to mine themselves, and more importantly, find a way to clear their opponents mines. Thus the MSL was born, and loses of these ships was always high.
These ships may buy MSL or MSS shuttles at additional BPV.

(CPL) Patrol Cruiser

The Cylons are not the only threat out in space. We hear of smugglers, pirates and even some other alien races that exist in the galaxy, and for day to day patrolling, a Battlestar is probably not required. A standard CL could do, but for those adventures a little bit out on the rim, or in pirate infested areas, a something with a tad more punch may be required.

(SRL) Science Cruiser

There is always a constant need to examine and identify areas of space, exploring anomalies and the like, and for this, a vessel with a decent amount of scientific equipment is required. A Battlestar could do this role, and in enemy space, that would be the ideal vessel for the job, but there are always lulls in combat, and Battlestars are not always available.

(ATL) Armoured Transport

In times of war, transports are prime targets - deplete an enemies supplies and you reduce their ability to wage or sustain a war. Usually freighters are employed, but typically freighters have little in the way of defensive systems, instead their ability to haul large loads is deemed a better service, and then escorts can be provided. Cylons however are noted for their ability to send in large waves of attacking fighters and completely ignore any defending escorts, instead going after the transports. While this results in horrendous Cylon losses, it also usually results in the destruction of the transports.

Thus the Armoured Transport was born. Not able to carry as much cargo as a freighter, but it can carry it much more safely.
The ATL sometimes carried heavy transport shuttles in it is bay.

(TTL) Troop Transport

One thing I can not believe, is that there where no troop battles with enemies. Okay, these are probably out of the range of the series anyway (which, I think wants you to believe that all Warriors are fighter pilots as well as the local ground troops!), but there are times when you need to capture bases and supplies instead of just annihilating them!
Thus the Troop Transport has been developed to supply all the local ground troops and equipment needed for the job.
The TTL often carried 2 or more heavy transport shuttles in the cavernous shuttle bays.

(CLR) Fleet Repair

In the middle of a campaign, battlefield repairs are a necessary evil, especially as the Cylons tend to want the destruction of the enemy instead of its capture.
Not really needed around Battlestars and Gunstars as they tend to be able to repair even the most fierce damage to their systems, but other Colonial ships are not as well equipped.

(CSL) Scout Cruiser

Born out of a need to protect a fleet with heavier duty EW capability than Asps, which were generally used to protect the fighters anyway, the Scout Cruiser became a valuable, but fragile addition to a fleet or squadron it is powerful scout channels can add extra vitality to any attack.

(CFL) Priority Light Cruiser

The CFL is simply a light cruiser with additional power generators installed to handle the day to day running of the ship and the weapons, so that the engines can be left to propel the ship. The additional space was converted to cargo capacity, and in essence this is just a fast cargo transport, although the amount of cargo that can be moved is fairly limited.

(CLO) Ore Transport

Designed by ***Steve Stiever***
The Ore Transport is a fairly major redesign on the CL, and was designed to transport the large quantities of raw materials that are need by any space faring community, in relative safety. It is unusual in that the side pods do not actually carry the ships fighters, but instead carry the mining shuttles and the ore itself. The fighters are carried in a central landing bay in the middle of the ship. The ship also has special sensors and a large lab for the finding of ore deposits for it is shuttles to mine.

(CLP) Power Ship

The CLP was designed as a means of getting power to ships in a hull that could keep up with a fleet and defend itself. It was not meant as a rear guard ship, but one that would be in the thick of things. The CL hull was chosen for this and modified accordingly. Unfortunately CLP ships were readily destroyed simply because the CL hull just couldn't really stand up to major combat. Still, because the light cruiser was relatively cheap to build, these ships were built in sufficent numbers to be around when needed. Their main use was in setting up camouflage fields rather than supporting ships in combat though.

(PFL) Patrol Ship Tender

The Patrol Ship Tender was designed to support patrol and gunboats in the field, giving them a small base of operations along with repair and rearm facilities. Patrol boats were never designed to stand against the Cylon Fleet, mainly acting as anti-piracy craft, and having a tender gave the ships the ability to strike deep in the heart of pirate held space, with the tender being able to provide additional firepower if need be. To be able to hold a squadron of 6 patrol boats, the PFL lost the ability to operate fighters. The PFL is more recognisable than the other variants as it has no launch tubes and a slightly larger front to the landing bays.

Fast Cruisers

Not a class in themselves, some light cruisers were constructed with faster hyperspeed engines to enable them to engage in raiding deep into enemy space and also to be able to keep up with Fast Destroyers which needed support in the way of scouts and fighter carriers. Because of their fragile nature they were generally withdrawn if a better ship class became available and because of this the CFL was the most common fast light cruiser. Fast Light Cruisers are designated with the suffix -F, thus a Fast Scout Cruiser is a CSL-F. The Priority cruiser does not have the suffix as it was constructed aroud fast hyperspeed engines.

The Light Cruiser was designed and SSD by me, art drawn by Steve Wilson, SSD drawn by ***Sean Driscoll****.*

GAME RULES

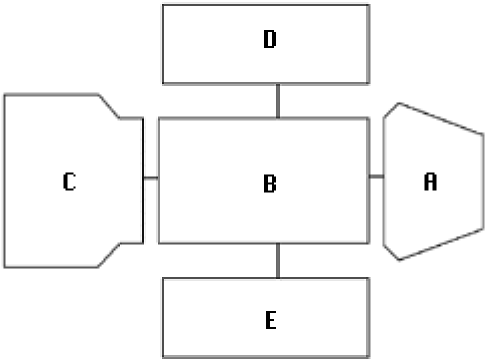
Light Cruisers have the equivalent of one large shuttle bay. The bay has a launch tube (J1.54) which will propel a fighter flight to speed 12 and will launch in direction 1 and a standard shuttle hatch (launching and landing in direction 4).

The CVS has two shuttle bays, and transfers are possible via (J1.59).
The shuttle bay is not large enough to accept yachts.

The PFL is a true PF tender and can operate yachts. The full rules for yacht operations can be found here. Because the PFL cannot operate fighters, it may launch patrol boats from directions 1 or 4.

Light cruisers have a hyperspeed multiplier of x1.
Priority and Fast CLs have a hyperspeed multiplier of x0.75. This does not alter the BPV.

Colonial *Xerxes* Class Light Cruiser boarding diagram:



	A	B	C	D,E
Light Cruiser:	6 F.Hull 2 Bridge 2 Ph.3	Option Mount	8 A.Hull 1 Ph.3 10 Warp	3 Fighters 1 Ph.3 2 Shuttles
Ore Transport:	6 F. Hull 2 Bridge 1 Aux 1 Sensor	6 Fighters 4 Lab 4 APR 2 Shuttle 4 Ph.3	8 A. Hull 10 Warp 1 APR	6 Cargo 4 Shuttle

SSD'S

	GIF file
CL *Xerxes* Class Light Cruiser SSD	24k
CVL Light Carrier SSD	22k
CLC Light Command Cruiser SSD	24k
CLS Light Strike Cruiser SSD	24k
CLD Light Missile Cruiser SSD	20k
CLE Fleet Escort Cruiser SSD	20k
MSL Light Minesweeper SSD	20k
CPL Light Patrol Cruiser SSD	24k
SRL Light Science Cruiser SSD	20k
ATL Light Armoured Transport SSD	20k
TTL Light Troop Transport SSD	20k
CLR Fleet Repair Cruiser SSD	24k
CSL Light Scout Cruiser SSD	20k
CFL Light Priority Cruiser SSD	20k
CLO Ore Transport SSD	20k
CLP Light Power Ship SSD	18k
PFL Patrol Ship Tender SSD	16k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	Crew Units	Brdg Parties	BPV	Move Cost	Size Class	Turn Mode	Explos. Str	F&E Cmd	Ftr Flights	Year	Notes

CL Light Cruiser	10	2	35	0.50	4	B	14	4	2	6423	
CVL Light Carrier	10	2	39	0.50	4	B	14	4	5	6423	1 Asp
CLC Command Cruiser	10	4	37	0.50	4	B	14	6	2	6423	1 Asp
CLS Strike Cruiser	10	2	39	0.50	4	B	15	4	2	6423	
CLD Missile Cruiser	10	2	41	0.50	4	B	16	4	2	6423	
CLE Fleet Escort	10	2	36	0.50	4	B	14	4	2	6423	1 Asp
MSL Minesweeper	10	2	42	0.50	4	B	13	4	2	6423	MW, MS
CPL Patrol Cruiser	10	2	39	0.50	4	B	14	4	3	6423	2 Asps
SRL Science Cruiser	10	2	37	0.50	4	B	14	4	2	6423	2 Asps
ATL Armoured Transport	10	2	34	0.50	4	B	14	4	2	6423	
TTL Troop Transport	10	2	42	0.50	4	B	14	4	2	6423	T
CLR Fleet Repair	10	2	35	0.50	4	B	14	4	2	6423	
CSL Scout Cruiser	10	2	40	0.50	4	B	14	4	2	6423	2 Asps, SC
CFL Priority Cruiser	10	2	35	0.50	4	B	14	4	2	6423	
CLO Ore Transport	10	4	42	0.50	4	B	12	4	2	6423	
CLP Power Ship	10	2	39	0.50	4	B	14	4	2	6423	PS
PFL Patrol Ship Tender	10	2	38	0.50	4	B	14	4	-	6423	P

Annex #7B: Ships able to land on planets

These ships may land on a planet via Powered landings (P2.434).

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Xerxes Class Light Cruisers	CL	2/0	4	1/0/1	-	6
	CVL	5/1	4	2/1/1	-	16
	CLC	2/1	4	1/1/1	-	7
	CLD	2/0	4	1/0/1	150	6
	CLE	2/1	4	1/1/1	-	7
	CPL	3/2	4	2/1/1	-	11
	SRL	2/2	4	1/1/1	-	8
	CSL	2/2	4	1/1/1	-	8
	TTL	2/0	8	1/0/2	-	6
	CLO	2/0	2	1/0/3	-	6
	PFL	0/0	4	0/0/3	-	6

PATROL AND GUNBOATS

Wherever possible, the Colonial Navy preferred to use Cruisers or even Battlestars to patrol their space, especially on the frontiers where pirates and Cylons lurked, and to send anything else was just an act of stupidity.

However, in the inner systems, the need for the larger ships of the line to act as escort vessels for regions where piracy was at a minimum was considered a waste of valuable resources, after all, why send a Battlestar to an area where it was not needed?

As a result, a smaller breed of vessel was constructed - the patrolboat class range of ships. Small, manoeuvrable and able to carry enough firepower and fighters to defeat a typical small pirate force, these ships were cheap and quick to build in comparison to even a typical light cruiser, and allowed the more valuable ships to be sent to where they were needed most.

Of course these smaller ships had disadvantages. Firstly, they were cramped for their crews, especially the fighter carrier variants. Secondly they carried almost no extra equipment other than that needed for escort duty, so they couldn't be used as survey ships or other such roles. And finally, they really were not built for combat against a foe other than pirates. While they were military grade ships, with armour and military turbolasers, against anything other than pirates they just couldn't survive. If they were ever employed in a stand up fight with Cylons, then something has gone incredibly wrong as even a flight of Raiders, poor as they are, would destroy a patrolboat with ease.

Variants:

Pegasi Class Patrolboat

The *Pegasi* Class was probably the most numerous of the patrolboats. It has a decent range and speed, and as well as mounting a few turbolasers to fend off attack shuttles, also carried a full flight of (usually) Viper fighters. Unfortunately duty on these ships was not really welcome, as the amount of space that a full fighter flight took up ate up most of the interior of the ship making it incredibly cramped. Most crews complained that these ships "smelt funny".

Names: These ships were named after winged horses of myth, and included: Lampos, Actaeon, Chronos, AEthion, Asterope, Bronte, Pyroeis, Erythreos, Phelgon, Celeris and Chryosaur.

Gryphon Class Patrolboat

The *Gryphon* was a later model patrolboat and learned from some of the mistakes of the older - but more common - *Pegasi* Class. It was more spacious and had a slightly bigger turbolaser battery, although the arc of fire was more limited. Unfortunately this did come at a price. The ship was not able to carry a full flight of fighters anymore, only half. Sometimes this mattered, sometimes not. Still, it was considered better duty than the earlier *Pegasi*.

Names: This class of patrolboat was named after flying creatures similar to the winged horse, such as the Pigasus (flying pig), Pteracentaur (flying Centaur) and the Cerapter (flying Unicorn)

Hippogriff Class Gunboat

An odyssey amongst the class of patrolboats, the gunboat was equipped with no fighters for defence but instead had a bigger class turbolaser with a limited forward arc. it is armour was slightly increased as well. This class was something of a mystery as, like it is brethren, it could not engage ships of the line in combat, unless it utilised the swarm tactic, in which case the cost of life would be enormous and generally unacceptable. Against pirate ships, it could generally inflict that bit of extra damage, and against attack shuttles the heavier turbolaser was useful, but for the same reason the ship was usually singled out first for destruction by the enemy. Duty was considered a mixed blessing by crews. The ship was spacious (being about the same size as the patrolboats but without the fighters and extra deckhands meant the crew had more space for quarters), but in combat they were generally the first to be attacked.

Names: The *Hippogriff* class of ships were named after mythical Cyclops creatures who were supposed to be their riders, but ended up being named after any one-eyed creature. Such names include Polyphemus.

The Patrol boats were designed and SSD's drawn by me.

GAME RULES

Patrolboats follow the normal rules for yachts. Not having launch tubes or anything fancy for these fighters, they launch in direction 1, while shuttles launch in direction 4.
Normal Vipers are the standard for carried fighters, but sometimes other types could be carried under exceptional circumstances. No additional supplies or expendables are carried for these fighters though.
Patrolboats have a hyperspeed multiplier of x1.5.

SSD'S

	GIF file
Pegasi Class Patrolboat SSD's	20k
Gryphon Class Patrolboat SSD's	20k
Hippogriff Class Patrolboat SSD's	20k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Pegasi Class Patrolboat	2	2	23	0.33	5	A	5	3	1		N
Gryphon Class Patrolboat	2	2	23	0.33	5	A	5	3	0.5		N
Hippogriff Class Gunboat	2	1	23	0.33	5	A	5	3	0		N

Annex #7B: Ships able to land on planets

These ships may land on a planet via Powered landings (P2.434).

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Pegasi Class Patrolboat	PF	1/0	1	0/0/1	-	2
Gryphon Class Patrolboat	PF	0.5/0	1	0/0/1	-	1

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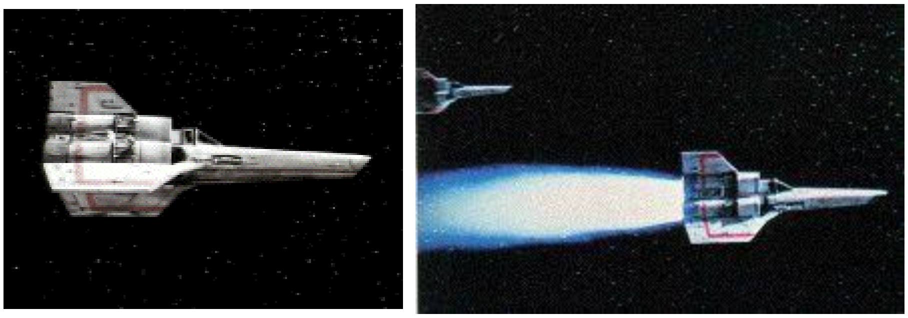
STARHOUND CLASS VIPER



The *Starhound* Class Viper is the current and latest starfighter of the Colonial Fleet and has been in service with the Fleet for just over twenty yahrens now. It is fast, sleek, and armed with two powerful turbo lasers that can destroy Cylon Raiders with ease. Equipped with turbos and inverse motion braking thrusters, its can also fly rings around the opponent. With Turbos blazing, the Viper can achieve light speed.

The fact that it is usually flown by Warriors who are exceptionally trained does not help the Cylons much either.

An interesting fact about Colonial Vipers is that the term 'Viper' is simply the name of the fighter craft as a whole group. There have alway been Vipers in the Colonial Navy, but of many differing classes having differing capabilities.

Vipers operate in squadrons. Usually, a standard squadron is around 75 craft, and whenever possible, large craft will carry Vipers in squadrons. However, some craft cannot carry a full squadron, and thus a lot of captial ships will be seen operating with 'Long' and 'Short' squadrons.

Missile Viper

One variant of the Viper which sees a fair share of duty, is the Missile Viper. The missile Viper is effectively a normal Viper, but it adds a missile launcher (and 6 missiles) to the underside of the forward fuseluge for greater offensive firepower. The trade-off is that the additional weight does slow the craft down a fraction, and the range is considerably reduced if the craft is to continue with hyperspeed patrols. However, if the missile Viper is used as a non-hyperspeed attack craft, most feel that the additional firepower outweighs any of the penalties of range and speed.

ANNEX EXTRACTS

Master Fighter Chart Extract:

Type	Speed	Weapons	Damage	BPV	DFR	Year	Notes
Starhound Class Viper	18	Special	3	2	3§	7180	Turbos (Speed 30)
Missile Viper	17	Special mini-missiles	3	5	3§	7180	Turbos (Speed 30) Has a mini-missile launcher

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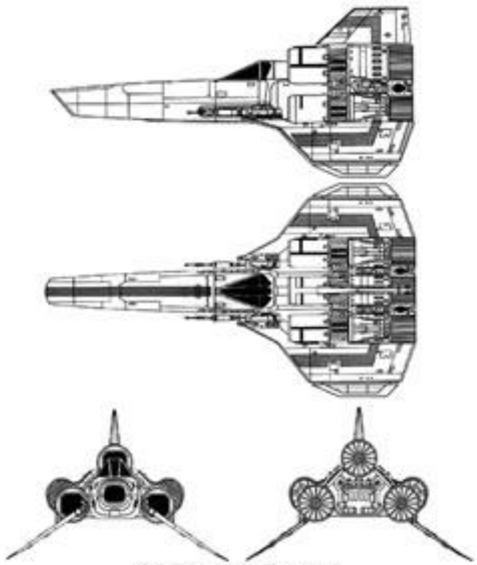
ASP CLASS RECON VIPER



©1996 James M. Stevenson

The *Asp* Class recon Viper is a much modified and souped up *Starhound* Viper. It is faster, more manoeuvrable and has a longer range. In addition, it has powerful sensors and electronic warfare equipment meaning that it can function as both a long range scout, or as a fleet escort craft providing much needed electronic support to the ships it is protecting. In addition to this, the sensors can be used to guide missiles and identify incoming craft and fire.

Pilots love flying the *Asp*, claiming that it is easy to get to grips with, and with all the computer help onboard, they can attempt manoeuvres that other craft can only dream about.

Unfortunately, nothing comes without a price. In the case of the *Asp*, that price is weaponry. To accomodate all the additional electronic gear and bigger and better engines, the normal Vipers was removed, and thus in a standard dogfight, the pilot has to rely on their skill to get out of any unfortunate situations. It is unlikely that a pilot would be able to concentrate on using their weapons and sensing equipment at the same time anyway. In any actual actions, an *Asp* is usually assigned fighter escort.

This is one of the reasons why the pilots of the Recon Viper are usually considered a little bit more crazy than most pilots. The fact that they would willingly fly an unarmed vessel into combat is a bit more than some people would like to think about.

Externally though, the *Asp* and the *Starhound* are identical in shape and size.

The *Asp* would eventually be the test bed for a new computer piloting system (CORA) and would emerge as the *Asp Mk II*, which would be a stretched *Asp* with fully fitted weapons and a two man crew - one pilot and one electronics officer.

ANNEX EXTRACTS

Master Fighter Chart Extract:

Type	**Speed**	**Weapons**	**Damage**	**BPV**	**DFR**	**Year**	**Notes**
Asp Class Recon Viper	20	None	6	5	4§	7180	Turbos (Speed 30), Scout sensor

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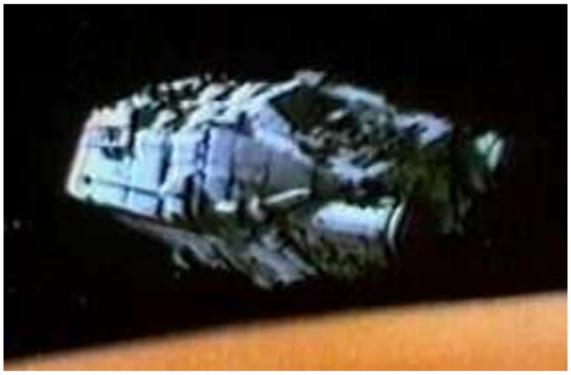
SHUTTLE CRAFT



The shuttle is the work horse of the Colonial fleet, being a prime cargo and people mover. Every ship of the fleet carries at least one of these craft. They are large, being around 37 metrons in length. They can carry 1 landram, twenty passengers and some cargo as standard.

Shuttles are comparatively slow when compared with fighters, and in a combat situation are fairly useles as they carries no weapons as standard and must rely on the skill of the pilot for the shuttles survival.

Like all craft, there are variations on the shuttle craft. Some have been armed with some turbo lasers, although these are still fairly useless in anything but a ground attack role as even Cylon Raiders can outfly these craft. As such, most variants are to do with what cargo the shuttle is to carry. There are even double sized shuttles - the size of small interplanetary craft themselves - able to carry a vast amount of cargo.

ANNEX EXTRACTS

Master Fighter Chart Extract:

Type	**Speed**	**Weapons**	**Damage**	**BPV**	**DFR**	**Year**	**Notes**
Admin Shuttle	6	None	6	1	0§	6400	(R1.F1)

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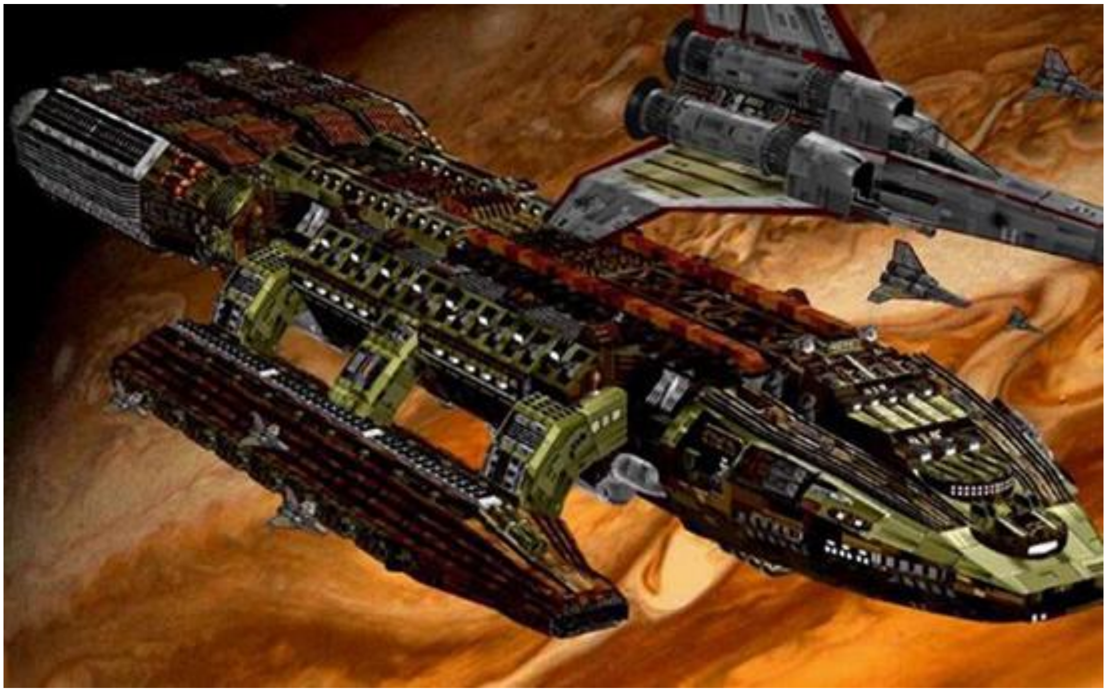
OLYMPIA CLASS HEAVY CARRIER



The *Olympia* Class Heavy Carrier was the first major ship of the Colonial Fleet, and operated by, what was then, current Colonial Doctrine, which is a bit different from the now.

It was designed as a battlefield taxi, carrying it is *Scarab* fighters into combat, but not actually entering combat itself. The defence systems of the ship were just enough to soak up enemy fighters that broke through the Carriers fighter screen, but certainly not upto the task of attacking another enemy ship. If a Carrier lost it is Scarabs, then it would supposedly run for home, although there are many tales of Carriers engaging Cylon Baseships in an attempt to buy time for other fleet elements to arrive or depart, or just to try and protect the fighters it carried. Losses of these ships were extremely heavy, and certainly did not keep up with the production rate, and during the desperate times of the Onset of the Thousand Yahren War their captains kept using them as assault ships, usually to disastrous effect.

However these actions did buy enough time for the Fleet and the Colonials to survive, and the lessons learnt were used to design and build the new Battlestars.

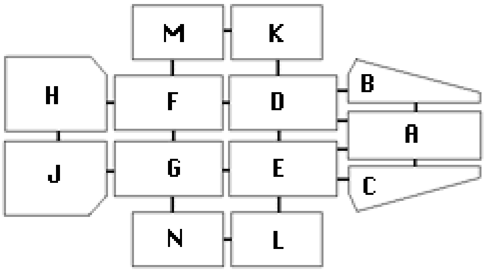
The Heavy Carrier was drawn by ***Steve Wilson****. The SSD's were drawn by* ***Steve Stiever***

GAME RULES

Heavy Carriers have two large shuttle bays, and may conduct transfers via (J1.593). Each bay has a launch tube ([J1.54] which will propel a fighter flight to speed 12 and will launch in direction 5 [Alpha bay] or 2 [Beta bay]) and a standard shuttle hatch (launching and landing from direction 4 for both bays).
The shuttle bays are large enough to accept yachts.
The Heavy Carrier has a hyperspeed multiplier of x1.5.

This is an Early Years ship.

Colonial Olympia Class Heavy Carrier boarding diagram:



A	**B,C**	**D**	**E**	**F**	**G**	**H,J**	**K,M**	**L,N**
5 F.Hull 3 Bridge	5 F.Hull 3 Ph.3	5 C.Hull 3 Ph.3	5 C.Hull 3 Ph.3	3 C Hull 2 Aux 3 Battery	2 C.Hull 3 Lab 3 Battery	4 A.Hull 4 APR 2 Ph.3 12 Warp	9 Fighters	4 Cargo 4 Shuttle 3 Ph.3

The Heavy Carrier has only 1 Ph.3 in area J

SSD'S

	GIF file
Olympia Class Heavy Carrier SSD	32k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Olympia Class Heavy Carrier	40	6	61	2.00	2	D	25	4	6	6000	

Annex #7B: Ships able to land on planets

This ship may not land on a planet.

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Olympia Class Heavy Carrier	YCVA	6/0	8	2/0/2	-	26*

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AGAMENNON CLASS BATTLESHIP

The *Agamennon* Class Battleship was the joint largest ship in the Colonial Early Fleet, sharing that honour with the *Olympia* Class Heavy Carrier. Never designed to operate alone, the Battleship was the ultimate companion vessel to the Heavy Carrier. The Carrier would provide the escort, and the Battleship would provide the extreme hitting power - much as the Battlestar and Gunstar combination do today.

The *Agamennon* Class Battleship was initially built from the hull of the Heavy Carrier, but as the class became viable, it started to take its own form.

As most large ships are, part of its construction was due to a show of power. Having a vessel as large and as powerful as this in your fleet makes people think twice about being hostile to you. However, the Battleships did see some active service. With their (for the time) extremely heavy turbolaser batteries, backed up by multiple missile tubes, and then surrounded by a heavily armoured shell with a lot of defensive laser turrets, the Battleship was a formidable foe. And if one appeared in a solar system, inhabitants tended to look up. Coupled with a Heavy Carrier or two, it was the ultimate expression of Colonial Power.

Like all ships of the time, it suffered from a few faults. It lacked its own fighter cover, and thus was extremely vulnerable to those attacks. Despite the defensive turrets, a determined fighter attack would be able to break through the defences and cause damage. The ship did carry a limited supply of attack shuttles, but in a fighter combat, these would be useless in the numbers employed, and thus were mainly used to support ground attack raids with the onboard contingent of troops. Secondly, it lacked power, again, a common fault with ships which mount lots of heavy weapons, and couldn't actually keep up with the Heavy Carriers that escorted it.
However, the firepower mounted was devastating against other enemy warships.

Only a few of these ships were actually constructed, and when the Great War with the Cylons broke out, these ships suffered losses. However, most of them survived the initial attacks, and during the next few yahrens were subject to several modifications which enabled them to last longer.

Variants:

To survive, the Battleship would have to undergo some modifications during its life span, and these would generally result in the loss of some of the ships systems, and the additions of fighter capability.

By far, the most common modification was the removal of the barracks, cargo bay and missile launchers, and the inclusion of a four flight launch bay in the centre of the ship. The missiles were sacrificed as it was felt that the turbolasers actually did more damage in practise. Without the missiles, the ship no longer needed the cargo bay for storage, and the barracks were also considered superfluous, ground attack not being a major role at this stage in the war. These ships - the *Agamennon-S* - were quite effective, and generally are considered the fore-runner of the Gunstar.

At least one ship was redesigned as an *Agamennon-V* or 'super carrier' though. As well as the removal of the missiles, cargo bay and barracks, the heavier turbolasers were also lost and with them, the APR systems. The batteries were replaced with additional APR systems, and the heavy front turbolaser cannon were replaced with lighter defensive models. With the space left, no less than three fighter flight bays were installed, for a staggering total of 10 fighter flights. The ship was very cramped - not being designed to handle that amount of sub craft or additional deck crew - and the ship suffered at least two major accidents during its life span. While duty on the ship was not welcomed, the arrival of it into any combat was.

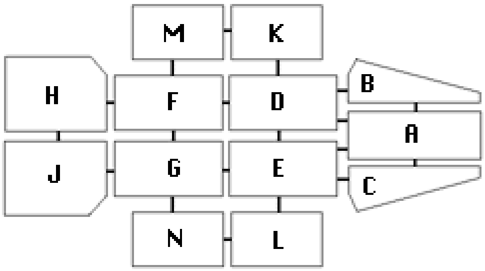
*The Battleship was designed by **Steve Stiever**.*

GAME RULES

Battleships have two seperate shuttle bays but may not conduct transfers via (J1.593). Each bay has a standard shuttle hatch (launching and landing from direction 4 for both bays).
The shuttle bays are large enough to accept yachts.
The Battleship has a hyperspeed multiplier of x1.5.

This is an Early Years ship.

Colonial Agamennon Class Battleship boarding diagram:



	A	B,C	D	E	F	G	H,J	K,M	L,N
BB:	3 F.Hull 3 Bridge 1 Flag 1 Emer	6 F.Hull 3 Ph.3	3 C.Hull 3 Cargo 3 Barracks 2 Missile	3 C.Hull 3 Cargo 3 Barracks 2 Missile	4 C Hull 1 Aux 4 Battery 1 Ph.3	5 C.Hull 1 Aux 4 Battery 2 Ph.3	5 A.Hull 2 Ph.3 12 Warp	2 Ph.1 4 Ph.3	6 APR 4 Shuttle

The Battleship has only 1 Ph.3 in area J

BBS:	3 F.Hull 3 Bridge 1 Flag 1 Emer	6 F.Hull 3 Ph.3	3 C.Hull 6 Fighters	3 C.Hull 6 Fighters	4 C Hull 1 Aux 4 Battery 1 Ph.3	5 C.Hull 1 Aux 4 Battery 2 Ph.3	5 A.Hull 2 Ph.3 12 Warp	2 Ph.1 4 Ph.3	6 APR 4 Shuttle

The Battleship has only 1 Ph.3 in area J

BBV:	3 F.Hull 3 Bridge 1 Flag 1 Emer	6 F.Hull 3 Ph.3	3 C.Hull 6 Fighters	3 C.Hull 6 Fighters	4 C Hull 1 Aux 4 Battery 1 Ph.3	5 C.Hull 1 Aux 4 Battery 2 Ph.3	5 A.Hull 2 Ph.3 12 Warp	3 Fighters 4 Ph.3	6 Fighters 4 Shuttle

The Battleship has only 1 Ph.3 in area J

SSD'S

	GIF file
Agamennon Class Battleship SSD	32k
Agamennon-S Class Battleship SSD	35k
Agamennon-V Class Battleship SSD	33k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Agamennon Class Battleship	30	8	78	2.00	2	D	25	4	0	6000	
Agamennon-S Class Battleship	30	6	68	2.00	2	D	25	4	4	6000	
Agamennon-V Class Battleship	30	6	57	2.00	2	D	25	4	10	6000	

Annex #7B: Ships able to land on planets

This ship may not land on a planet.

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Agamennon Class Battleship	YBB	0/0	4	0/0/2	200	8*
Agamennon-S Class Battleship	YBBS	4/0	8	1/0/2	0	8*
Agamennon-V Class Battleship	YBBV	10/0	8	3/0/2	0	10*

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EARLY CRUISERS

The Heavy Carrier was the first major ship of the Colonial Fleet, but it was certainly not the only ship that the Colonials had at their disposable.

As well as the huge fighter carriers, other ships included *Garou* Class Heavy Cruisers, *Lupis* Class Command Cruisers and the original forerunners of the Light Cruiser - the *Canis* Class.

All these ships were built before in the period of around 6000, long before contact with the Cylons occurred, and as such, they come from a different design era. One which, while valuing fighters as valuable fleet assets, was one that did not design every ship of theirs to actually incorporate them. As such, fighter defences are not as heavy as what can be considered the norm now.

Size wise, these ships are roughly the same size as the modern Light Cruisers, but back then these were big ships dwarfed only by the mammoth Heavy Carriers. They are the escort ships for that class, as well as handling all the roles that the modern Light Cruisers and Destroyers would handle now - ranging from picket and anti-pirate duty, to gunships of the line.

Being much older ships, they carry far less weaponry than would be considered standard in the modern fleet, and it is also of an earlier and therefore weaker standard. Although at the times of construction it should be remembered that these were potent ships - the equal of most other races ships around.

And losses were heavier than the Heavy Carriers when contact with the Cylons were made.

These days examples of these ships can be seen in museums, or left to float in space as relics and memorials to the fallen who gave their lives in a desperate defence of what they believed in.

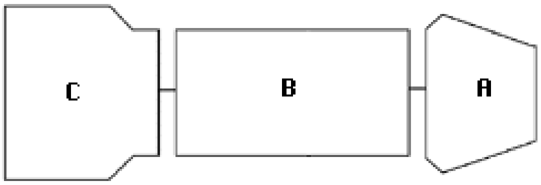
*The Early Cruisers were designed by **Steve Stiever**.*

GAME RULES

Early Cruisers of all types have one shuttle bays, and whilst large enough to accept fighters are not equipped with catapults or supplies for them.
The bay is not large enough to accept yachts.
The Early Cruisers have a hyperspeed multiplier of x1.5.

This is an Early Years ship.

Colonial Early Cruiser boarding diagram:



	A	B	C
Command Cruiser:	8 F.Hull	8 A.Hull	10 Warp
	2 Bridge	6 APR	2 Ph.3
	1 Flag	1 Aux	
	1 Cargo	2 Shuttle	
	2 Lab	4 Ph.3	
	3 Battery		
	3 Ph.2		
Heavy Cruiser:	8 F.Hull	8 A.Hull	10 Warp
	2 Bridge	3 APR	1 Ph.3
	1 Cargo	1 Aux	
	2 Lab	2 Shuttle	
	2 APR	1 Cargo	
	1 Battery	4 Ph.3	
	3 Ph.2		
Light Cruiser:	6 F.Hull	8 A.Hull	10 Warp
	2 Bridge	2 APR	1 Ph.3
	1 Cargo	2 Battery	
	2 Ph.2	2 Lab	

1 Aux
1 Shuttle
1 Cargo
3 Ph.3

SSD'S

	GIF file
Lupis Class Command Cruiser SSD	16k
Garou Class Heavy Cruiser SSD	16k
Canis Class Light Cruiser SSD	16k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Lupis Class Command Cruiser	10	4	29	0.50	4	B	12	4	0	6000	
Garou Class Heavy Cruiser	10	3	27	0.50	4	B	12	2	0	6000	
Canis Class Light Cruiser	8	2	24	0.50	4	B	10	2	0	6000	

Annex #7B: Ships able to land on planets

These ships may land on a planet via Powered landings (P2.434).

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Command/Heavy Cruiser	YCC/YCA	0	2	0/0/1	-	1
Light Cruiser	YCL	0	1	0/0/1	-	1

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AVION CLASS DESTROYER

The first Destroyers were not the craft they are today. When first constructed, the *Avion* Class Destroyer was a ship smaller in size to the (then) light cruisers, and indeed, was probably the smallest Colonial Warship in actual combat duty, probably just beating the patrol ships in size.

Unfortunately, the *Xerxes* Class light cruisers had more advantages than their smaller brethren as well, and as far as commanders were concerned, if they could use the lighter cruisers instead of the Destroyers, then good. For the Destroyers were simply not that. They were as fast as the Cruisers, but had less weaponry, less armour and less ability to absorb damage. To add injury to insult, the Cruisers were not too more expensive either. In fleet actions, they skirted the edge of the combat, staying out of harms way while trying to gather intelligence or take on lightly armed supply vessels in the enemies rear. Or else they were used as escorts for merchant shipping and used in safe areas.

With the Great War, the class was doomed. It was not even big enough to hold fighters without gutting the entire ship.

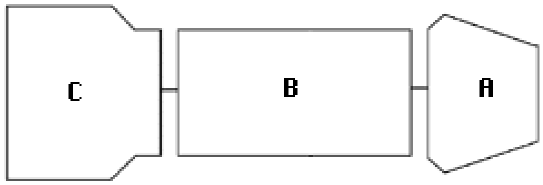
The Early Destroyers were designed by ***Steve Stiever****.*

GAME RULES

Early Destroyers have one shuttle bays, and not designed to take onboard fighters.
The bay is not large enough to accept yachts.
The Destroyer has a hyperspeed multiplier of x1.5.

This is an Early Years ship.

Colonial Avion Class Early Destroyer boarding diagram:



A

3 F.Hull
2 Ph.3

B

2 C.Hull
1 Battery
1 Shuttle
1 Ph.2
2 Ph.3

C

2 APR
6 Warp

SSD'S

	GIF file
Avion Class Destroyer SSD	20k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew**	**Brdg**	**BPV**	**Move**	**Size**	**Turn**	**Explos.**	**F&E**	**Ftr**	**Year**	**Notes**

	Units	Parties		Cost	Class	Mode	Str	Cmd	Flights	
Avion Class Destroyer	5	2	17	0.33	4	B	8	2	0	6000

Annex #7B: Ships able to land on planets

This ship may land on a planet via Powered landings (P2.434).

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	Type	Ftrs	Admin	Bays	Store	DC
Avion Class Destroyer	YDD	0	1	0/0/1	-	1

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PATROL AND GUNBOATS

The early Colonial fleet was an exercise in vast contrast in ship sizes, and nowhere was this more apparent than in the patrol ships. These vessels were tiny when compared to the mammoth heavy carriers and the battleships. And yet, they existed to fulfil an important role - that of scouting, picket duty and anti-piracy and patrol.

In any fleet, it is generally considered a waste of valuable resources to use the larger fighting ships in any role than that for which they were designed. And as such, other craft have to be designed to take up the slack left. Smaller patrol craft are usually such vessels.

These early craft were designed to be fast and handle themselves well against most non-major combat threats, and against pirates and their limited resources, they generally acquitted themselves well, generally able to out fight and out manoeuvre their opponents. Their light armaments also allowed them to engage fighters on almost equal terms too.

Variants:

Patrol craft come in many variants depending on their role, and these include the following:

***Caprica* Class Patrol Ship Gun**

The most and standard variant around, the Gun ship was well equipped with forward turbo laser batteries as well as having turreted weapons for all round defence.

***Sagitara* Class Patrol Ship Rocket**

A not so common variant, the rocket ship removed some of the turbo laser batteries, and replaced them with some extremely heavy rocket launchers. This ship was a combat variant, and it specialised in hitting large and slow moving targets. Its speed allowed it to get close to a target where the rockets would actually stand some chance of hitting the target.

***Taura* Class Mine Layer, *Scorpio* Class Mine Sweeper**

Another set of combat variants, these craft sacrificed some manoeuvrability to be able to lay and sweep mines. Very useful when the Colonials were attempting to hold back the Cylon horde. Slightly larger than the patrol craft, and considered specialised variants that did not do the routine patrolling that the other craft did, these craft were very important in their own way, especially as they were amongst the only mine laying craft that the Colonials used at this time.

*The Patrol ships were designed by **Steve Stiever**.*

GAME RULES

Patrolboats follow the normal rules for yachts. Shuttles launch in direction 4. Shuttle bays, obviously, can not hold yachts. The patrolboats have a hyperspeed multiplier of x2.

This is an Early Years ship.

Early rockets function as normal rockets, but with an endurance of 2 turns. Early mines function exactly like small nuclear mines.

SSD'S

	GIF file
Patrol Ships SSD	30k
Mine Layers SSD	30k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Sagitara Class Patrol Ship Rocket	2	0	15	0.33	5	A	5	3	0	6000	N
Caprica Class Patrol Ship Gun	2	0	13	0.33	5	A	4	3	0	6000	N
Taura Class Minelayer	3	0	16	0.33	5	B	5	2	0	6000	ML
Scorpio Class Minesweeper	3	0	15	0.33	5	B	4	2	0	6000	MS

Annex #7B: Ships able to land on planets

These ships may and on a planet.

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Sagitara Class Patrol Ship Rocket	PTR	0/0	1	0/0/1	-	1*
Caprica Class Patrol Ship Gun	PTG	0/0	1	0/0/1	-	1*
Taura Class Minelayer	YML	0/0	1	0/0/1	-	2*

Scorpio Class Minelayer	YMS	0/0	2		0/0/1	-	2*

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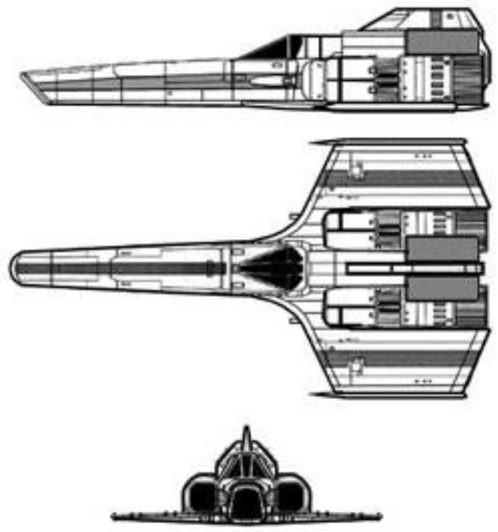
SCARAB CLASS VIPER



The term *Scarab* has come to mean any older style Viper before the *Starhound*, and as such, represents many styles and policy of fighter craft.

The actual *Scarab* itself was the forerunner of the *Starhound* Viper, and is in all aspects just a less able version of the current Viper. It is similar in appearance (with more angled wings) and contains the same equipment and engines as the Viper, just less modern (and thus able) versions.
A recon version was never built.

Scarabs are still found in many parts of the known Universe, being used by pirates and rogues, or by civilian defence forces around the edge of Colonial space.
[Another model of the Scarab can be seen in the episode "The Long Patrol" being flown by an Enforcer.]

ANNEX EXTRACTS

Master Fighter Chart Extract:

Type	**Speed**	**Weapons**	**Damage**	**BPV**	**DFR**	**Year**	**Notes**
Scarab Class Viper	16	Special	3	1	2§	7000	Turbos (Speed 25), Gets a +1 to all attack rolls in the front arc

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RELATIVE SHIP SIZES

Ship	**Length (metrons)**

Battlestar *Excaliber*	1,625
Helios Class Warstar	1,250
Battlestar	1,250
Gunstar, Missilestar, Fighting Star	1,145
Osiris Class Battlecruiser	1,125
Triton Class Strike Carrier	1,125
Protector Class Cruiser	1,040
Tiger Class Destroyer	1,040
Hermes Class Fleet Tender	1,000
Thera Class Medium Carrier	925
Libra Class Destroyer	825
Ranger Escort	640
Xerxes Class Light Cruiser	615
Typical Patrolboat	50
Shuttle	37
Viper/Asp Fighter	12

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BATTLESTAR FACTS

Finding some real facts on the actual Battlestars themselves is very difficult. Most information out there is fan based, but real data is very difficult to find. However there are some facts that need answering, so here is where I present my views. I am not claiming these are correct (they certainly are not official), but they are my views and my site and stats are based on this perception.

For the record though, while I may be wrong about absolutely everything here (from size to amount of Vipers) - and if I get the proof I will be the first to admit that I am wrong - the thing I am positive about, is that the *Galactica* **Does Not** have missiles. I am almost willing to bet my life on that, and it will take an awful lot to convince me otherwise!
And yes, you can take that as a challenge!

Just how big is a Battlestar?

We do not know. Simple as that.
Well, there are several figures going around at the moment. The most common is one that appears in unofficial but recognised works (like the **Encyclopedia Galactica**, the **1979 Battlestar Galactica Annual** and a few more) that states the length is 2,000 feet.
Then we get some views from the model makers themselves that state:

"There was never an exact length quoted for the Galactica on screen, in Colonial _or_ Earth units. Various fan and modelling publications have quoted lengths of 2,000 feet or "one mile", but these have no firm basis in the series. Recently, forgotten his name, one of the three men who own the Galactica Archives, a collection of BG props, costumes and related material, wrote in a British modelling magazine that he estimated the scale of the original 76-inch Galactica miniature to be around 1/960, based on the size of the landing bay entrance. This would make the full-size ship 6,080 feet (1,853 metres) long -- by coincidence, exactly (pre-SI) one nautical mile. This is as definitive a value as we are likely to

get, barring pronouncements from Glen Larson."
Source was from Robert Hanczyk's fan fiction and picture site which appears to have become lost in the void.

Then we have other sites (fandom) sites saying anything from 1 kilometre to 14!
And finally we have blurb from the books and the 1979 Offical Film Brochure which states that it is *"The Battlestar Galactica, a space ship more than a mile long, with a cruising speed measured in light seconds, skims through a distant starfield."* and then lists a quote from Glen Larson saying *"As for the Galactica itself, Larson conceived it as a city in space, ten times larger than the largest aircraft carrier known today, armed with weapons which have not - and will not be - invented for thousands of years."*

So which is right and why?

I do not know at all. There are sites which try to who the length of Battlestar as 2,000 feet by showing pixel diagrams with Vipers to scale (the NewsFlash Galactica site was a prime example of this), but there are other sites which use the same method to prove otherwise (the Battlespoo Site by Todd Boyce is an excellent site for the whole size debate). Unlike the other things listed here, there just is not any information at all to prove or disprove otherwise.

I like the size of a nautical mile best (and indeed the SSD's where original written with that in mind) but I am going to stick with the 1,265 metres size that fandom currently think.

However just because it is semi-offical does not mean that it is right, as the next question will prove!

It is interesting to note that the original novelisations, while not giving any actual details, do describe the *Galactica* a vast ship, with a crew of thousands. Again, while they do not give real details, they do make the ship out to be much larger than 2,000 feet!

Current fandom is stating that the *Galactica* is around 1,265 metres in length, which is nice figure I feel.

How many Vipers do they carry?

We know that Battlestars carry two squadrons of fighters (I think we can assume one per landing bay, but it is probably not that simple!), however the only actual figure we get is during the episode *"Hand of God"* where Colonel Tigh during his briefing, explains that Cylon Baseships carry some three hundred Raiders, and that the Colonials will be outnumbered two to one. This suggests that the Battlestars carry come 150 fighters, but does it take into account the fact that at that point the *Galactica* was carrying some four squadrons (the additional two from the Pegasus) and battle damage?

If it takes into account the additional squadrons, then the Battlestars only carry some 75 fighters each. Does it also take into account Vipers from other Battlestars? In the very first episode *"Saga of a Star World"* we learn that only 69 Vipers survived the ambush (which is interesting in itself - apparently some 20 odd Vipers were from the *Galactica*, so this means that the others were from the other four Battlestars present, yet it is clearly stated that no other Battlestar was able to launch fighters... Go figure that one! So, this is proof that some Colonials were elsewhere at the time of the Peace Conferance at least.).
But then we do not know how many fighters were elsewhere at the time of the ambush and managed to come back to go with the Galactica.

This is then 'confused' by the *"The Living Legend, part II"* where it is stated that the Vipers being used to spearhead the *Pegasus's* attack on the Baseships would be outnumbered 3 to 1. The attacking forces come from three Baseships. Now, later on Apollo mentions that both colonial squadrons were on the *Pegasus*, so if we then use this with the information above, we get about 300 Vipers vs around 900 Raiders (ouch!). It does make it tally that the fighter complements of two Battlestars equal about one Baseship, so it does suggest that a Battlestar carries around 150 Vipers, but it then also leads one to wonder just where the rest of the Vipers went when the episode *"Hand of God"* came along... How do you lose 150 Vipers? But, it would answer the following paragraph very nicely with the simple answer of 'they have not and can not'.

So what about battle damage? In most episodes we see Vipers being destroyed (just how many were wasted at the Battle of Gomoray in *"The Living Legend"*?), and never do we find out if the fleet had the ability to build new ships.
So if we assume that it does take into account losses, then that still makes a lot of Vipers.

Just been watching *"The Hand of God"* again, and this time I am sure that the producers have either forgotten that the *Galactica* now contains the two *Pegasus* squadrons, or else we have to assume that the *Galactica* has lost an awful lot of fighters. The reasoning behind this one is that when the Cylons detect the vipers, the Gold Cylon states questionably "Vipers?" and the response is "Confirmed, two squadrons". Which means that the *Galactica* has two squadrons of 75 Vipers. Now, this is not supposed to be proof that a Battlestar contains 150 Vipers, just that she had them at that point. Which certainly contradicts the above. I am actually believing that the producers forgot about the two additional squadrons, and therefore I think that a Battlestar does contain 150 Vipers, or there abouts - the last reference to Slverspar squadron that I can find is in *"War of the Gods, part 1"* when it is mentioned that only Blue squadron is left out of Red, Blue and Silverspar.

This can complicate things horrendously and turn a relatively simple question into a very difficult one to answer due to the amount of variables that are present.

What heavy weapons do Battlestars have?

(or does the Galactica have missiles?)

Very interesting question this one. In all the literature that I have seen (except the two novels) and all the fan sites, it states that all Battlestars have missiles. While I agree that the *Pegasus* has missiles (we see them after all!), and therefore I agree that some Battlestars have them, I have to contest the claim that all Battlestars, specifically the *Galactica* have them.

Here's why:

Firstly, if the *Galactica* has missiles, why does not she ever use them? In the *"Hand of God"* (an episode that many people claim proves the *Galactica* has missiles), it is clearly stated by Adama that the lasers are reconfigured so that they can attack the Baseship. Indeed, when the *Galactica* turns for another pass, Adama states that the lasers can fire ("Fire port lasers as she comes to bear" and "Forward lasers lock on"). While the special effects are the same as when the *Pegasus* attacks Basestars, we all know about how the series continually reused special effects.

It could be stated that the *Galactica* had run out missiles at this point, but I can not buy that. For a start, she had never used any since before the Peace Conference (if she had any), and certainly during the series the ship does not attack many Basestars head on.

Also the fact that the *Pegasus* had gone through a major fight and then survived two years before recontacting the Galactica, and still had missiles left to face a few more Cylon Baseships leads me to doubt this. I believe that the *Pegasus* was a field modification, but again there is no evidence for this, in fact evidence against, as if so, where did the missiles come from? The Cylons do not use these on their Baseships (well, actually they do *"Hand of God"*, *"Living Legend"*, although it is funny how Cylon missile launchers look exactly like their laser weapons), but it is clearly stated that no one has ever survived a trip to a Basestar before *"Hand of God"*), and , so the only other place I can think of, is it that the missiles come from the Cylon Ground Assault Batteries, but then Sheba stated that they hadn't actually landed, just flown over the place several times, so that is possibly out too.

The *"Living Legend"* also has a couple of other revelations. These include the fact that when Apollo is figuring out what Cain is planning, he states that the *Pegasus* has no weapons. Now, if missiles were a standard part of a Battlestars armament, why would he state this? He would know about the missiles, would not he?
Or does he 'state' this, instead just making a reference that the Basestars are armed? Re-re-rewatching these episodes I am not sure if he mentioned it casually or with alarm... I mean, when the Pegasus does fire it is missiles, he mentions the fact as if he knows about it after all. Still, the above point about the Galactica not ever using her weapons is still valid, even if this is not.

But we know that the *Galactica* is around 500 yahrens old, and we know that it has been modified and updated many times, so we can probably assume that other Battlestars have as well, so it is possible that the *Pegasus* got it is missiles as an update, but certainly the *Galactica* has not got that.

Do Battlestars have shields?

Again, to this question I say no. At no point do we have any evidence from the series that ships from this setting have shields. I would like to point out that when I say Shields, I mean protective force fields like those found in **Star Wars** or **Star Trek** - shields that protect a ship from enemy fire. The only shields we have in **Battlestar Galactica** are electronic defensive shields (from *"The Living Legend"* which I assume are more related to jamming and electronic warfare) and the shield which covers the main bridge view screen when someone shouts "Positive shield!". And that is it, other than small forcefields to guard cells and protect the air in landing bays. At no point are other shields or defensive forms of protection mentioned. Which means that to protect a ship, it would have to be covered in armour, and with the amount of damage that a ship can take, it seems tobe me that ships do indeed have fairly substantion armour.

In addition, this armour does seem to have some of the properties of shields. If you look carefully, when a ship the size of the *Galactica* is hit by weapons fire, a large section of the ships hull lights up. This could be because the armour is absorbing the incoming energy and then spreading that energy across a much wider area of the hull. This energy is then bleed back into space, much like a shield does. The only thing with armour is that you can not switch it on or off and it can not simply be bolstered by adding additional power from other sources. It also does not stop attacks until that attack has hit the actual ship, unlike normal shields which would stop the attack before it hit the ship.

If you study the warbook listings for ships when they flash up on the screen, it does give a shield rating. To me, this is the thickness and effectiveness of the actual armour involved, which is probably called a shield.

What about the Energy Shield that the *Galactica* puts around the planet Terra?

Another thing that people mention to prove that the *Galactica* has shields, is to point out that in the episode *"Experiment in Terra"*, the *Galactica* puts a shield around the planet to stop the missiles. Well, watch the episode again. It is clearly stated that the *Galactica* uses its lasers to this effect.

John "In about three minutes, enough flying missiles are going to pass each other in the air to devastate four fifths of this planet beneath us."
Starbuck "The Galactica, her lasers!"
John "Precisely."

A little later, Adama then says "Battle stations, maximum laser power stand by" and then we get the graphics. So the *Galactica* can set up a forcefield type effect, but it is done with her lasers rather than with shielding technology.

Just how many Battlestars were there?

Another difficult one this. We know that at the end of the Thousand Yahren War there were only five Battlestars left - the *Galactica* and the *Atlantia* are the only ones that have names corresponding to actual ships.
All, except the *Galactica* were destroyed at the Peace Conference at the Moon of Cimtar *"Saga of a Star World"*.
Although the *Triton*, *Acropolis* and *Pacifica* are listed only in background comments, we do actually see five Battlestars, so is it fairly safe to assume that these names correspond to the missing Battlestars?
During the episode *"Gun on Ice Planet Zero"*, we find out that the *Columbia* has already been destroyed, before the Peace Conference.
We find out later that the *Pegasus* is also around *"Living Legend"*.
From *"Take the Celestra"* we find another name, the *Rycon* which was Commander Kronus's ship, destroyed at the Battle of the Cosmara Archipelago.

So that means that there have been at least 9 Battlestars around at various points in the Colonial history.

Knowing that the *Galactica* is at least 500 yahrens old, we can probably assume that there has been more at some point.

One thing we can safely put to the rest, is the theory that there were 12 Battlestars, one per Colony. This was never stated in the series nor even hinted at, and was a bit of fan fiction (I think stemming from the **Colonial Warrior Technical Manual**) that has stuck around. In fact, Glen Larson has only ever stated that they filmed around three Battlestars, and went on to say that they never said that their were only twelve Battlestars. Although I can see where the idea came from, there being twelve colonies, and there being a Quorum of Twelve, Adama being from Caprica and commander of the Galactica, and the President being from another colony and commanding the *Atlantia*.

The *Solaria*, *Cerberus* and the *Prometheus* are confirmed names from the Costume Department at New West, so they can be considered extra ships. All however were lost before the tragic Peace Conference.

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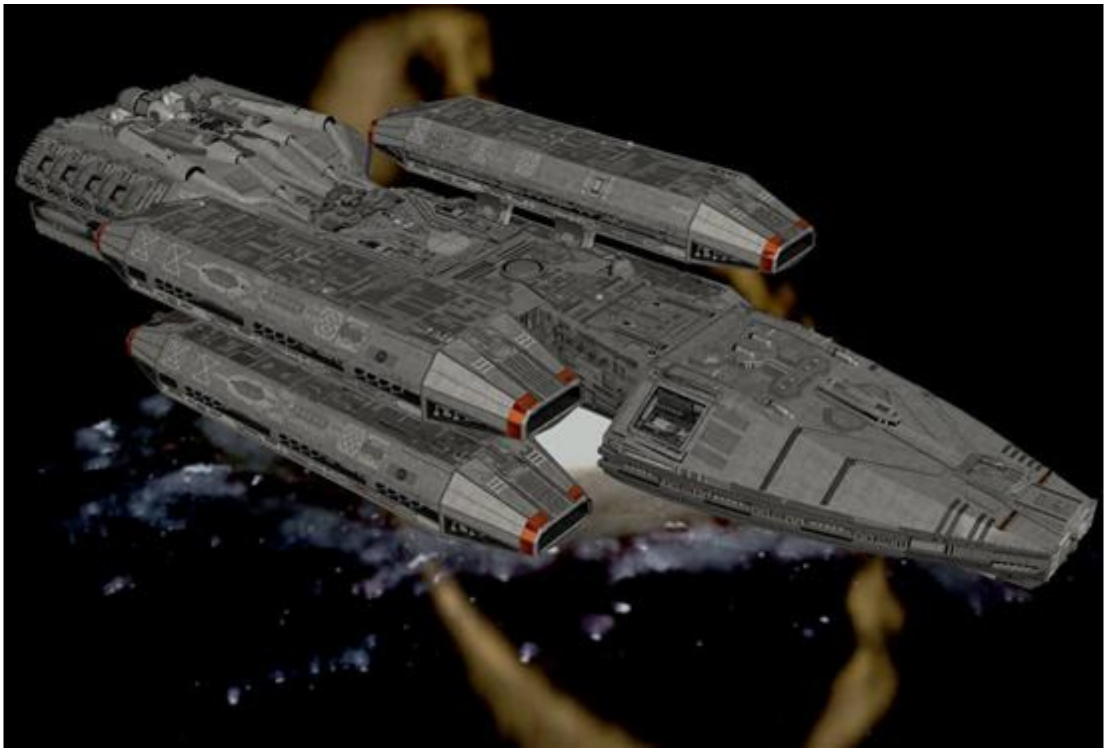
WARSTARS



While Battlestars were the cream of the Colonial Navy, the Colonials realised that they needed something to be able to command and control a large fleet, something with more ability than the venerable Battlestar, and something that had much better detection and scanning equipment than a Battlestar.

The result was the *Helios* Class Warstar. While it had a main hull of similiar dimensions to the Battlestar, two additional landing bays were added for greater close in defence and assault, and a fearsome array of missiles and large pulsr lasers were added to the front of the ship. As the grew more massive, an additional engine block was added to the rear to make the ship at least keep up with the fleet it was controlling.

While all this would make the ship formidable in it is own right, the real function of the ship was command, control and detection, and as a result a huge and powerful sensor array was added to the ship. The most powerful of it is kind, the array was able to exceed all known Colonial sensors currently in service, and was to be the key element to the ships design, everything being built around it. The sensors could be used to scan further than conventional ships, thus hopefully spotting Cylon raiding fleets before they were themselves spotted, and could be used to handle the information from a large Colonial fleet itself.

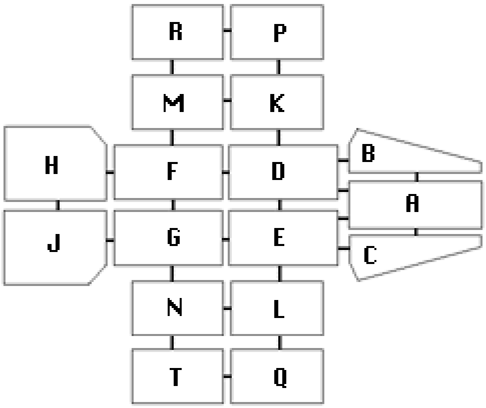
Making a fine addition to a fleet (instantly being the flag ship of that fleet), the ship could take care of itself and required no escort.

*The Colonial Warstar was drawn and designed by **Steve Wilson**, SSD's designed by me and drawn by **Sean Driscoll**.*

GAME RULES

Helios Class Warstars have four large shuttle bays, and may conduct transfers via (J1.593). Each bay has a launch tube ([J1.54] which will propel a fighter flight to speed 12 and will launch in direction 5 [Alpha bay] or 2 [Beta bay]) and a standard shuttle hatch (launching and landing from direction 4 for both bays).
The shuttle bays are large enough to accept yachts.
The Warstar has a hyperspeed multiplier of x1.

Colonial *Helios* Class Warstar boarding diagram:



A	**B,C**	**D**	**E**	**F**	**G**	**H,J**	**K,M,P,R**	**L,N,Q,T**
10 F.Hull 5 Bridge 4 Flag 4 Ph.3	10 F.Hull 1 Sensor 2 Missiles 4 Ph.1	4 Ph.3 4 Lab 3 Aux 1 Emer	4 Ph.3 8 Battery	12 C.Hull	13 C.Hull	6 A.Hull 5 APR 2 Ph.3 18 Warp	4 Shuttle 15 Fighters	4 Fighters 6 Cargo 4 Ph.3

Area P also connects to Area D, Area R connects to Area F, Area Q connects to Area E and Area T connects to Area G. These extra links are not shown on the diagram.

SSD'S

	GIF file
Warstar SSD	64k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Warstar	80	10	197	2.00	2	F	40	12	20	7100	16 Asps, SC, CJ

Annex #7B: Ships able to land on planets

The Warstar may not land on a planet.

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Warstar	SCS	20/16	16	4/4/4	600	92*

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BATTLESTAR EXCALIBER

The Battlestar Excaliber is adapted from the design found on the Battlestar Excaliber site, which also includes fan fiction about the ship, the crew and their adventures.

The Battlestar *Excaliber* was to be the first of a series of four *Victory* Class Battlestars. These were to be bigger and better than anything designed previously, with more firepower, more fighters and the ability to sustain more damage.
As well as this, the ship has a unique feature - that of the third landing bay. This is situated underneath the main ship and can be detached for seperate operations. When detached, it is effectively another ship with all the additional abilities that that implies, just a slow one!

The project was set up a couple of yahrens before the ill fated peace conferance, and alas this disrupted the project somewhat.
As a result, the ship had to evacuate it is base long before the ship was ready and is now on it is own trek into deep space, pursued by Cylons, finishing construction, and having many adventures on the way.

The current state of the ship and it is progress through space can be found at the Battlestar Excaliber site, which includes stories about the ship and it is crew, and other details about the Galactica Universe.

GAME RULES

The *Excaliber* has a few special abilities that make it unique amongst the ships of the **BSG** Universe, and certainly make it a tough opponent for up to two Baseships at once to handle.
These notes attempt to describe the Battlestar *Excaliber* as to how it would appear in my **BSG**-**SFB** universe, and as such, a few liberties have been taken with the ship to let it conform properly to these rules. It is hoped to be as accurate as I can make it, but when placing ships from one source into another things can get a little bit iffy.

Historical Notes:

The SSD's show what the *Excaliber* would be like when it is completely up and running and fully repaired. As this has not happened at the time of writing, it is not going to be as a much of a threat to marauding Cylons. As such,when playing 'historical' games with this ship, certain systems such as the weapons and sensors will not be running at full strength and should be reduced accordingly. The points cost of the value of vessel will also be different, depending on the configuration.

Fighter Notes:

The first thing to note is that our terms of the use 'Asp' is slightly different. I use the term to describe a recon viper, the Excaliber site uses the term to describe a fighter-bomber ship. Whilst I have a sneaking suspicion that the later use of the term is correct, any reference to an Asp on this site will denote the recon ship, and not the fighter-bomber variant. This might well be an error, but as I have done my entire site with the notion that the Asp is a recon ship, I am going to stay that way.
The second thing is that *Asp* Class recon fighters are not listed on the *Excaliber* complement of fighters, but I have included them. The reason is simply that as these notes are a way to incorporate the *Excaliber* into my universe, then a Colonial ship without these electronic warfare craft can be put at a disadvantage. Also, I have included them on almost every other Colonial ship, so why leave them out of the latest production model when they can be extremely useful?

Whilst showing standard Vipers and *Asps* on the SSD, this ship would be a prime candidate for the additional Viper variants. If construction facilities were properly up to date, then the basic Viper would probably have been the Viper-E, or if you are feeling completely gung-ho, then perhaps the X variant. As it happens, the ship does have a complement of fighter-bombers, which could be modelled on the Cobra Bomber from the Viper article, so if playing this, the *Excaliber* should replace 2 flights of normal vipers with Cobra Bombers, at the additional cost of 16 points per flight replaced.
Viper variants can be found here.

Fighter bays: The *Excaliber* has two large shuttle bays, and may conduct transfers via (J1.593). Each bay has a launch tube ([J1.54] which will propel a fighter flight to speed 12 and will launch in direction 5 [Alpha bay] or 2 [Beta bay]) and a standard shuttle hatch (launching and landing from direction 4 for both bays).
The shuttle bays are large enough to accept yachts.

The Pod has only the one shuttle bay, and may launch fighters in the direction of 1. Transfers between all three shuttle bays (via [J1.593]) may occur while the ship is together.

The *Excaliber* has a hyperspeed multiplier of x1.

Separation:

The biggest feature of the *Excaliber* is that it can separate into two, the main ship and the pod. Two SSD's are provided for this, and if playing with the combined ship, both will be needed. Seperating and reattachment can occur in a combat situation.

Separating procedure: The *Excaliber* is effectively treated as a Neo-Tholian ship for purposes of separation (G12.9), however at least one warp, one control and 12 unspecified system boxes must still be operable on the pod.
When the pod is separated, the two ships now function as exactly that, two ships. (G12.4) and (G12.5) do not apply, and no boxes on the SSD need to be adjusted in any way, so scanner, sensor, damage control and excess damage boxes remain as they are.

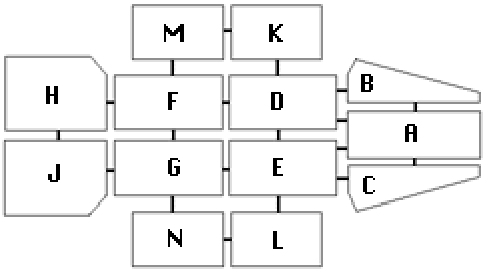
Recombining procedure: This is treated as a docking action (C13.0).

Combined Ship: When combined into one ship, the whole thing should be treated as one ship. With the pod attached, the pods engines can provide power which can be used for ship functions, and the pod is effectively treated as just another part of the ship. Thus if the combined ship is damaged by fire, the ships armour should be damaged first, and then any DAC results can be distributed between the pod or the main ship as the owner thinks fit. The Pods scanner and sensor can be used as backups if needed, but the main ships sensors, scanner and Dam Con should be used as the values for the whole ship. The pods crew totals should be added to the ships main, this signifying various teams going where needed.

Separate parts: When separated, the two parts of the *Excaliber* function as two completely distinct craft, and this is where the two SSD's come in. Any crew transfers should be completed before separation, as when the ships do come apart this cam only be completed via shuttle transfers.

Victory Class Battlestar Excaliber boarding diagram:

For the main ship, the standard Battlestar boarding diagram should be used, with the following components in each area listed below. The pod should consist of two parts, front and back, with the front having access to areas D and E, and the back having access to areas F and G.



	A	B,C	D	E	F	G	H,J	K,M	L,N
Battlestar Excaliber:	10 F.Hull 5 Bridge 5 Missiles	15 F.Hull 4 Ph.3 2 Ph.1	7 C. Hull 4 Ph.3 6 Lab 3 Aux	7 C.Hull 4 Ph.3 8 Battery	8 C. Hull 2 Flag	8 C. Hull 1 Emer	8 A. Hull 5 APR 4 Ph.3 20 Warp	12 Fighters 4 Shuttles 4 Ph.3	6 Fighters 4 Asps 6 Cargo 4 Ph.3

	Front	Back
Excaliber Pod:	18 Fighters	6 Cargo
	4 Asps	3 Hull
	4 Shuttles	4 Ph.3
	4 Ph.3	2 Aux
		2 APR
		8 Warp

SSD'S

	GIF file
Battlestar Excaliber SSD	64k

SSD's designed by me and drawn by ***Sean Driscoll****.*

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	Crew Units	Brdg Parties	BPV	Move Cost	Size Class	Turn Mode	Explos. Str	F&E Cmd	Ftr Flights	Year	Notes
Battlestar Excaliber	118	12	213	2.50	2	E	45	8	18	7342+	12 Asps, CJ

Annex #7B: Ships able to land on planets

This ship may not land on a planet.

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	Type	Ftrs	Admin	Bays	Store	DC
Battlestar Excaliber	SSCS	18/12	12	3/3/3	600	78*

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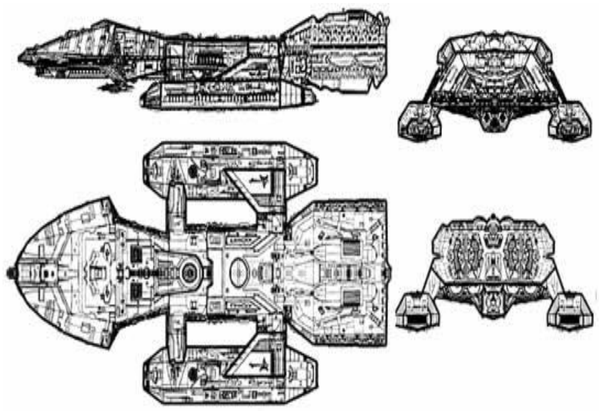
KOBOL CLASS BOMBARDMENT SHIP



With the advent of the Gunstar, it was clear that the Colonial Navy now possessed a ship that had the potential to be a devastating attack ship. However, it was also clear that the Gunstar could be modified into another role, that of a base killer.

With the Cylons not needing air to breathe, they had the ability to place bases in areas that could prove difficult to take, such as on airless moons or asteroids, where even relatively minor wounds could prove fatal to Colonial troops as their environmental suits would be breached, and the occupant would then be subject to the atmosphere.

However, not all bases had to be captured, some could simply be destroyed, and it was here that the new class of ship would be required.

Mounting multiple missile racks for bombardment, and no less than three mega-turbolasers, the new ship would also carry a small contingent of marines for hit and run raids if necessary, and it is Viper complement would be the variant Viper B, designed also for this task.

The ship - designated the *Kobol* Class - in theory, would prove devastating. However, there were a few pitfalls. The first being that the Colonials found the production of the mega pulsar lasers difficult for just the Gunstars, and so three for one ship would be very taxing. Secondly, the ship would need escort. Like the Gunstar, the ship just couldn't carry the Vipers needed to defend the ship should it come under attack, and the Vipers carried just were not as capable in the dog fighting role because they were bomber variants.

Still, this was not a huge problem, as the Navy had CVL Light Carriers to spare, and it was deemed that the ship would always have an escort of 2 CVL Light Carriers.

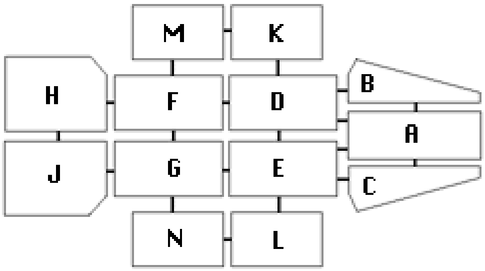
In the end, it is not sure if the *Kobol* Class was actually built or not. It is guessed that one craft of this design was built, but records are sketchy at best.

*The PBB was designed by **Steve Stiever**.*

GAME RULES

The PBB has two large shuttle bays, and may conduct transfers via (J1.593). Each bay has a launch tube ([J1.54] which will propel a fighter flight to speed 12 and will launch in direction 5 [Alpha bay] or 2 [Beta bay]) and a standard shuttle hatch (launching and landing from direction 4 for both bays).
The shuttle bays are large enough to accept yachts.
Ground vehicles may be included in cargo.
The PBB has a hyperspeed multiplier of x1.

Colonial Kobol Class PBB boarding diagram:



A	**B,C**	**D**	**E**	**F**	**G**	**H,J**	**K,M**	**L,N**
6 F.Hull	5 F.Hull	4 C.Hull	4 C.Hull	4 C.Hull	4 C.Hull	5 A.Hull	2 Shuttle	3 Fighters
4 Bridge	4 Ph.3	2 Ph.4	1 Ph.1	3 Cargo	3 Cargo	8 APR	2 Barracks	2 Lab
4 Missiles				3 Aux		1 Ph.3	4 Cargo	2 Battery
						15 Warp	3 Fighters	4 Ph.3

SSD'S

	GIF file
Kobol Class Planetary Bombardment Ship SSD	30k

SSD'S

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Kobol Class Planetary Bombardment Ship	45	40	129	2.00	2	D	30	5	4	6700	CJ, T

Annex #7B: Ships able to land on planets

This ship may not land on a planet.

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Kobol Class Planetary Bombardment Ship	PBB	4/0	4	2/0/2	1000	22*

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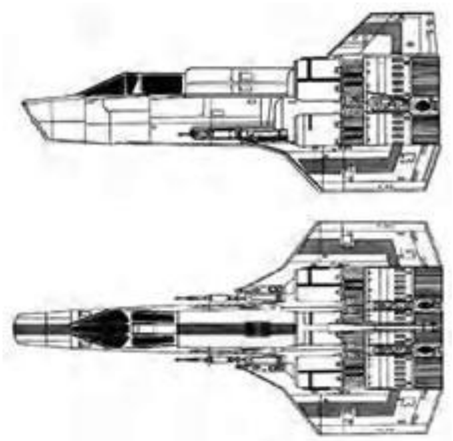
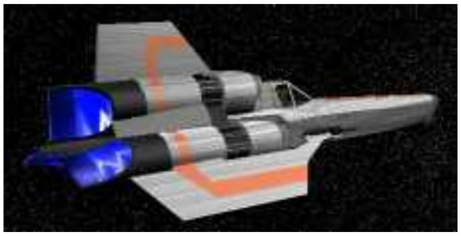
VIPER VARIANTS

The Colonials may be a slow race when it comes to updating their captial craft and weapons of war, but when it comes to fighter craft, there are not so slow, and presented here are several new Viper variants that can be used to spice up any game.



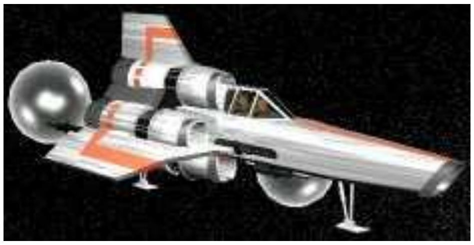
Viper B

The Viper B is an early variant that was designed to be able to carry some heavier ordnance which would enable it to take on large slow vessels (such as the Cylon Baseship), or as a ground attack base killer.
It is slightly larger than a standard Viper, having wings that can carry the Boa smart bombs, and is marginally slower than the original, but there is no denying the extra potential of the craft.



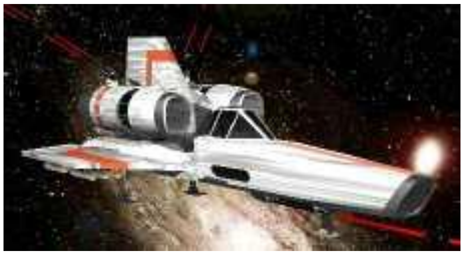
Viper E

The E variant is an attempt to increase the crafts manoeuvrability by adding linear aerospike engine nozzles which allow the craft to vent more directional thrust more quickly than usual, giving it exceptional acrobatical ability.



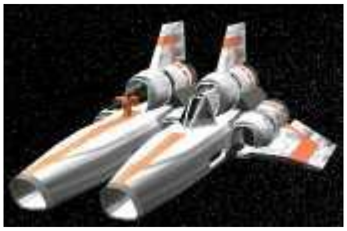
Viper S

The S version is the first in a string of up-gunned, up-engined Vipers. This particular model has a fourth engine, a third forward firing turbo laser, twin rear firing lasers, and an additional crewmember who usually controls the rear firing lasers.



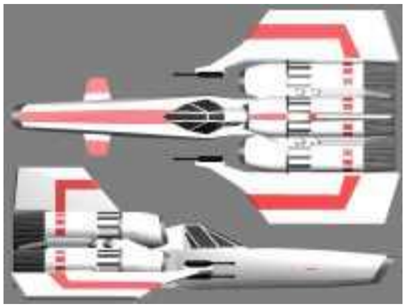
Cobra Viper Bomber

The Cobra Bomber was an attempt to give fighters more of a punch against capital ships. It is slightly slower than a normal Viper, but has more armour and ability to sustain damage, and has twin rear firing double turbo laser turrets and an additional gunner to crew them, so it is far from defenceless. it is real strength though is it is ability to carry anti-capital ship torpedoes, which can inflict a great deal of damage on a target if they hit.



Viper II

The Viper II is an unusual variant that effectively mates two Viper bodies together. It has a crew of one, but the second cockpit is replaced with an extremely effective pulse laser, which combined with the standard turbo lasers of the Viper makes it an effective fighter killer. The combined power of five engines also help to propel this craft at much faster speeds than normal.



Viper X

The X variant is actually a contender for the next generation Viper, and one that barely got off the prototype stage before the annihilation of the Colonies. It combines more powerful engines, four turbo lasers and enhanced streamlining for a very effective model. If this craft had been in full production when the Cylons attacked, things could have gone very differently at the Peace Conference.

*The Viper B was designed by **Steve Stiever**. and drawn by **Terry Ollila**.*
*The other Vipers were drawn by **Gregg**, and come from the **Vunderful Viper Variants** website, although I think it is down. I present them here as an alternative to that site, although if you are Gregg and want them removed, please let me know.*

GAME RULES

Type	**Speed**	**Weapons**	**Damage**	**BPV**	**DFR**	**Year**	**Notes**
Viper - B	16	Special Boa Smart Bombs	4	2.5	2§	7185	Turbos (Speed 26), CJ The Viper B can carry two boa smart bombs
Viper - E	18	Special	3	2.2	4§	7300	Turbos (Speed 30), CJ
Viper - S	20	Special	4	3	3§	7330	Turbos (Speed 31), CJ Gets a -1 to all attack rolls in the front arc. Has a second attack in the Rear arc which gets a +1 to all attack roll
Cobra Viper Bomber	16	Special Cobra Missiles	5	4	2§	7330	Turbos (Speed 26), CJ Gets a -1 to all attack rolls in the front arc. Has a second attack (Left, right or rear arc) which gets a standard attack roll. The Cobra can carry four cobra missiles.
Viper II	22	Special	4	4	3§	7332	Turbos (speed 31), CJ Rolls twice on the fighter flight table
Viper - X	20	Special	3	2.75	4§	7337	Turbos (speed 31), CJ Gets a -1 to all attack rolls in the front arc

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COLONIAL SQUADRONS

The standard of organisation for the Colonial Fleet, is the squadron. Vipers are organised into squadrons, and so are the main capital fleets. As few as a single Battlestar can be a squadron, or as many as a pack of light cruisers.
Squadrons are then brought together to make a fleet.

Viper Organisation:

Vipers are organised into the following terms:

Flight

The smallest combat formation of fighters is the flight. A flight consists of around 8 fighters and is commandered by a Flight Sergeant.

Wing

A wing is sometimes referred to as a short squadron. It consists of 2-3 flights of fighters and is led by a Lieutenant.

Squadron

A squadron is controlled by a Captain and contains from 4-6 flights of fighters, or around 75 craft.

Asps tend to fall outside this organisation and are attached to flights and formations as and when needed.

Fleet Organisation:

As stated, a Fleet is composed of squadrons of ships, and these squadrons are the building block of the whole fleet. Squadrons can be a standard formation, or they can be completely uneven in strength being built up from whatever is available at the time. The one thing a squadron should have in common though, is that it should be able to fight - and win - aganst a single Cylon Baseship.

Obviously there were many exceptions to this (support ships and tenders being one, still organised into squadrons but not with the intent to fight Baseships), and rarely would a squadron leader willingly go into battle against a Baseship with the minimum amount of ships because the losses would be high, but it was a standard that was to be maintained all through the war.

A typical squadron organisation would consist of the squadron leader ship, a fighter carrier, and the escorts and combat ships.
The squadron leader is typically the largest ship in the squadron, or one with proper command ability. If any Battlestars are present, they will automatically be the flagship of that squadron (and generally the fleet too).
Fighter carriers generally consist of the CVL Light Carrier, and it was a rare squadron that did not have at least one of these ships.
The rest of the squadron was then escorts to these core ships, or additional combat ships equipped with additional Baseship busting weapons.

The biggest component of any squadron though, is the fighter complement. Fighters are everything, and are expected to handle fleet defence, attack and recon missions. Whilst Fleet squadrons can operate without many fighters, it takes a crack crew to survive an encouter with a Baseship without them.
Fighters are also the biggest threat to any squadron - a Cylon Baseship carries almost double the amount that a Battlestar does, and any squadron is hard pressed to counter the Raider menace.

Every major ship or squadron of smaller ships usually has their own Viper helmet and rank pin design. Major ships includes Battlestars, Gunstars and similiar CA type ships. As squadrons tended to be broken up when needed, helmet design between constantly changing squadrons tended to vary widely. However, it was usually considered a point of honour to get the change done as soon as possible, it being bad luck to be wearing the design of another squadron or ship.

Squadrons are listed mainly by their flag ship or squadron leader, and some typical Colonial standard squadrons are listed here:

Gunstar Squadron

Consisting of a CVS *Pulsar* Class Gunstar and two CVL Light Carriers, this squadron packs a powerful anti-ship punch, and also carries a respectable amount of fighters to fend off the enemy. Alas, Gunstars were rarely assigned as escort vessels to Battlestars, although this was always an effective coupling but this type of squadron was quite rare.

While called a Gunstar squadron, it was common for CAD *Teucer* Missilestars or CA *Spawn* Fighting Stars to be substituted for the *Pulsar* Class Gunstar. While slightly lacking in the long range firepower department, these squadrons were generally considered to be more versatile than a typical Gunstar one.

Cruiser Squadrons

Cruiser squadrons were quite common during the war, and these usually consisted of a single cruiser with the addition of a couple of light cruisers, mainly CVL Light Carriers. Most cruisers carried quite a respectable amount of fighters so additional light cruisers types could be assigned as needed instead of just CVLs.

The *Tiger* squadron however consisted of almost nothing but CVLs with the *Tiger* cruiser. A typical squadron being 1 cruiser and 3 CVLs. A heavy *Tiger* squadron actually consisted of 2 cruisers and 2 CVLs, or a single *Tiger* combined with a Battlestar.

The *Triton* squadron however, was a little different though. Because the *Triton* was a fast hyperspeed cruiser, it was attempted to combine this ship with additional fast hyperspeed ships, and thus these squadrons were always ad-hoc and formed as needed.

Destroyer Squadrons

The most common Destroyer squadron (and the one associated with the term Destroyer Squadron), is one that contains a standard *Libra* Class DD destroyer, two CVL Light Carriers and an CLE Fleet Escort Cruiser. It packs a reasonable punch, has adequate fighter coverage, and can make a reasonable showing of itself in a stand up punch.

The Fast Destroyer Squadron was one that consisted of a *Leosia* Class DDD Missile Destroyer and two *Aquaria* Class DDV Destroyer Carriers. It was intended as a strike squadron, not intending to stay around, but to engage in hit and run attacks. It was fast and had a decent close range punch if the Cylons were having a bad day with their turbo lasers. It did not have half as many fighters as it needed to survive though and thus it would be desperation that would lead it into combat with against a full Raider complement. However it was fairly successful at times, and in fact was the one of the main reasons that saved the Destroyer Carrier from being an obsolete design.

Another common destroyer squadron was one which was commanded by a CLC Light Command Cruiser, had a CVL Light Carrier for fighter coverage, and for offensive punch had two standard *Libra* Class DD destroyers present. Almost as common as the standard destroyer squadron, but mainly used in groups for fleet actions so that the fighter coverage could be complimented by other squadrons.

Yet another squadron type was used solely in fleet actions. Consisted of three *Libra* Class DD destroyers and a CLE Fleet Escort Cruiser, it needed fighters from other areas to protect it from almost certain destruction. However it is offensive punch was one that few Baseships could stand for any reasonable length of time.

However, if at all possible, late in the war the ideal destroyer squadron was formed. This consisted of a CVM *Thera* Class Medium Carrier, a DDS Destroyer Scout and then two or three additional destroyers. This had fighter support, electronic warfare capability and packed a punch. Unfortuntely demand always outstripped supply.

Light Cruiser Squadrons

Or more commonly referred to as 'pack squadrons' as the only way that light cruisers could damage a Baseship was in numbers. As many as possible.

There was almost no standard for light cruiser squadrons, there being so many variants around, each with differing capabilities, but two common groupings included one that had 3 CVL Light Carriers, commanded by a CLC Light Command Cruiser, and the other was intended more for fleet actions, and consisted of two CLS Strike Cruisers, one CLC Command Cruiser, one CLE Fleet Escort Cruiser and one CVL Light Carrier.

The problem with the cruiser squadrons was that the ships themselves almost fell apart at the lightest touch, and casualties in these vessels were always very high.

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THE COLONIAL FLEET

The Colonial Fleet has always been something that every little boy and girl has wanted to be part of, fighting the evil Cylons at any chance given.
In reality the fleet has its ups and downs. It has some excellent ships but never enough of them to stem the tide of the enemy, and thus is usually sent at the Cylons in piecemeal, which is usually its undoing.

During its long history, the Colonial Fleet has undergone many changes to its structure and organisation, but only one major change to its design philosophy.

There are three main periods in the Colonial Fleet history, generally referred to as "The Early Years", "The Transition Years" and the "Modern Years" or "Late Years".

These periods in time do have rough yahren dates as well, but please note that these are vague.

The Early Years (6000-6400):

Before the war with the Cylons, the Colonials had had much experience with space travel and space combat, and they had come up with a fleet based on their experiences. This fleet saw the fighter craft as the predominate weapon, and with the *Scarab* Class of fighter entering service around 6150, the Fleet had a very effective weapon. Thus, the key component of any fleet or squadron, was the fighter carrier.

The carrier was simply that, mainly just a battle taxi for the fighters that it carried. For defence, the ship would rely on its fighters and escorting ships. Because the carrier only carried limited defensive weaponry, it usually held back from the actual combat. However, it was usually equipped with above average electronic sensing and scanner equipment, and thus was also usually the flagship of the fleet or squadron. While the heavy carrier was the largest carrier built at this time, it was not the sole carrier around. Smaller craft were also produced, and these were usually used to bolster a heavy carriers fighter capability if needed, or used when such a large craft was not needed.

Surrounding the carrier were the escorts. These did not carry fighters at all, but were equipped with defensive weaponry. These craft supported the carrier and fighters in combat, as well as acting as scout and auxiliary craft. Escorts were generally cruisers and patrol ships.

Thus a typical squadron would simply consist of the carrier and the escorts. In this period of time, the 30-50 fighters aboard the carrier was a substantial force to be dealt with.

However, if a bigger force was to be needed, then the Fleet could call upon additional elements to bolster the force. These included heavier cruisers, light destroyers and the battleship. These ships were designed to attack other capital ships and defend against fighters. They carried none themselves.

Combat experience showed that battles tended to be skirmishes. Fleet elements would engage enemy ships, and fighters would be used as offensive or defensive weapons as needed, as well as providing valuable scouting data.

The Transition Years (6300 - 6400):

The Transition Years period overlaps the Early Years period, and generally uses the same sort of craft as that time period.

In 6293, the Hasaris came under attack by the Cylons, a race never before encountered by the Colonials. The Colonials immediately rushed to their allied friend, and encountered a shock that would change the way they made war forever.

The Cylons used fighters in numbers never seen before by the Colonials, and they equipped almost every ship they had with them. In addition, their Baseships, while slow and ponderous, were large, able to hold many fighters, and also equipped with heavy weapons.

The Colonials had to learn to adapt or lose.
They adapted.

It was not easy though. With the Cylons pressing home their advantages at almost every stage, the Colonials were more concerned with staying alive than designing new ships. Production of the carriers was stepped up, and ships were modified to carry fighters. Fighters it seemed, were the key. And in numbers. For while the Cylon Raider was not a great craft - outfought, outmanoeuvred and outgunned by Colonial Scarabs - it would win by overwhelming the enemy. And a Colonial craft with no fighters was effectively dead meat.

Cruisers had their heavy weapons removed and fighter bays tagged on, shuttle bays were hurriedly converted into fighter launch bays, and more than one Battleship found itself converted into a super carrier.

Even civilian craft were pressed into service as auxiliary carriers, for while they would not serve in a fight, they could carry fighters to the lines to replace losses.

With so many conversions appearing, and no real new designs, this time period is sometimes called "The Era of the Carrier" by some historians.

The Late Years (6400 onwards):

A lot of lessons had been learnt in the previous years, and now was the time to set the record straight and retake the initiative. To do this, new ships and classes would be needed, and finally, the Colonial Fleet would get its chance.

New super carriers were built - Battlestars - large ships which carried an impressive amount of fighter craft, as well as armour and, in some variants, heavy weapons. Escorting craft also adapted, and these carried fighters as well. Early ship classes were combined into new classes, so the Gunstar would be an amalgamation of the Battleship and the Carrier. New fighter craft were developed that were faster, sleeker and more deadly.

Slowly, the Colonials managed to halt the tide, but time would set that straight.

An observation on the Colonial Mentality, is listed here.

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FLEET STRENGTH

The war with the Cylons lasted for around a thousand yahrens (hence the name), and during this time, Colonial Fleet Strength flucuated widely. These notes are intended to give some indication of the strength and composition of the Fleet at various stages of the war.

Around 7100:

The Colonial fleet is large and able. It consists of many types of ships of all sizes and is able to put large numbers of warships in the field. An example of this is the Fourth Fleet which consists of some six hundred fighting vessels (including two Battlestars) and was sent to battle in 7312. Then in 7328 the Battlestar *Pegasus* leads another fleet into action. As such, whilst I do not expect too many fleets of this size could be fielded at one time, they could be fielded (and lost) without *too* much concern from the Colonial High Command. In addition, forces would be around to defend Colonial holdings and the homeworlds while fleets went on the offensive.

By 7300, the amount of Fleets able to be fielded would be reduced to about 2 at any one time, with additional fleet elements around for patrol and defence.

Around 7337:

This point in time is around the time that Commander Cain left with his Fifth Fleet in the last Colonial gamble of the war - the doomed Battle of Molecay.
While the battle is mentioned in *"The Living Legend"*, the reasoning behind it may be a fandom thing. Even so, it has fallen in historical use and so deserves mentioning here. The Fifth Fleet was sent as a last gamble to shatter the backbone of the Cylon offensive and buy time for the Colonials to re-group, re-arm and win back the offensive. While we do not know exactly how large the fleet was, we do know that it consisted of almost everything the Colonials had at that point, including all but five Battlestars and a few lighter elements. At this point, I think only six Battlestars remained in service, and five stayed behind to defend the Colonies. However, all other heavy ships (heavy cruisers, Gunstars) and most lighter ships that were surviving went with the fleet. I think the intention was, that as Commander Cain was leading the fleet, it was assumed that it couldn't fail and thus the stripping of ships and defensive resources was deemed acceptable as the fleet would be back long before the Cylons could take advantage of the fact. Not that they would be able to do anything about it at that time anyway.

Unfortunately the plan failed, and the fleet was all but destroyed. The only known surviving vessel was the Battlestar *Pegasus*, but this would not be known until after the final destruction on of the Colonies.

Thus at the beginning of the year, the Colonials had a few hundred warships in their fleet, which was bearing the brunt of the Cylon invasion, although in a much reduced sphere of influence. 90%+ of this fleet went with the Fifth Fleet.

Around 7342:

We know for a fact that at the time of the peace conference the Colonials had 5 Battlestars surviving - the *Acropolis*, *Atlantia*, *Galactica*, *Triton*, *Pacifica*. We see them. However, we can also guess that other forces existed, although probably nothing as large as a Battlestar. We can deduce this from the following facts:

1: When the *Galactica* is recovering the surviving elements of the fleet, a total of 67 Vipers are recovered, some twenty five from the *Galactica*. It is told earlier that no other Battlestars were able to launch fighters, so these fighters had to come from somewhere. They could have some from planetary defence bases (we know the Cylons have physcially attacked the Colonial Worlds before, so it would make sense that the various planets has ground bases which may have had fighters present). However these fighters could easily have come from ships left behind.

2: We know that piracy exists around in and around the Colonial worlds - Commander Croft who leads the mission against the Cylon asteroid gun *"Gun on Ice Planet Zero"* was a captured pirate. As such, while it might be a good idea to take the majority of the Colonial Fleet on a "peace mission", it would be stupid to leave the entire Colonial worlds undefended. Also because the war has been going on for some thousand yahrens it would be tactically stupid too as well. These additional vessels may not necessarily be at the homeworlds at that time (I think that Cimtar is pretty close to the homeworlds to respond to any distress calls quickly, and also see above for additional Viper support), but could be out patrolling other areas of Colonial space, or what it left of it at that time.

3: Another slight clue comes in the film, when a Centurion is reporting the rumours of an exodus fleet to the Imperious Leader. He mentions that survivors tell of a warship which got away, and the Imperious Leader asks "What kind of warship?". Now, obviously this can be taken in many ways, but it can also be taken to mean that there were more than just Battlestars present at this time. For starters, if nothing but the Five Battlestars were still around, this question would be largely irrelevant as the Leader would know, through his spy Baltar, that the Colonials would only be sending Battlestars to get ambushed. Secondly, I am ignoring the fact the Leader could be referring to Vipers, after all, while Colonials pilots can be very good at what they do, what possible threat is a mere Viper against a Cylon Empire? So, if we are not talking Vipers or Battlestars, what else is there? Ergo, some other type of warship.

4: Yet another clue comes in from the background chatter on the *Galactica* bridge during the battle at the Moon of Cimtar. If you listen really closely, you will hear the names of a couple of other ships - like the *Triton*. Are these ships the Battlestars themselves, or are they, as rumour has it, fleet escorts or other small cruisers.

Thus I think that at the time of the Peace Conferance, the Colonial forces consist of some five Battlestars and assorted smaller vessels (probably mainly light cruisers and maybe a few destroyer sized vessels). No larger vessels or heavy cruisers exist at this point - having been destroyed with the Fifth Fleet.

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COLONIAL RANKS

Being a military organisation, there is rank amongst the personnel in the Colonial fleet, and it works like this:

Colonial Warriors:	Colonial Fleet:
Flight Cadet	Cadet
Warrior	Ensign
Warrior, 1st Class	Ensign, 1st Class
Corporal	Corporal
Corporal, Leading	Corporal, Leading
Corporal, Senior	Corporal, Senior
Flight Sergeant	Sergeant
Lieutenant, 2nd Class	Lieutenant, 2nd Class
Lieutenant, 1st Class	Lieutenant, 1st Class
Captain	Captain
	Colonel
	Commander
	Fleet Commander
	Rear Fleet Commander
	Commander of the Fleets

Fleet Ranks:

Flight Cadet/Cadet

Cadets are recruits who have just joined the Colonial Fleet and are undergoing basic training to familiarise them with military protocols, procedure and equipment. Every single Warrior and Fleet crewman was a cadet at one point, and there are no exceptions to this rule, although depending on experience and progress, not everyones Cadet years last the same time. After basic training, cadets are sent to ships where they learn more practical hands on training in the field. The term flight cadet is used for Warriors and shuttle pilots.

A *First Orbit Cadet* is a term used to describe a cadet who's just taken their first solo flight in a fighter or shuttle.

Cadets do not wear any rank pins nor do they wear any braid markings on their sleeves or around the upper chest.

Warrior/Ensign

Once basic training is over, cadets that pass are enlisted properly into the Fleet and become either Ensigns on Navy ships, or Warriors if they are Viper pilots. From here on, the crewmen is expected to function and perfom just like a professional solder and not like a cadet. Many find that life changes dramatically for them at this point as they assigned Vipers, sent on missions and so on.
There is a second grade to this rank - 1st Class, which is used to reward long term or distinguished personnel. Note that you do not need to be a 1st Class to be upped another rank. All grades of this rank are simply called Warrior or Ensign.

Warriors do not wear any rank pins but they do they wear a single braid gold and black braid around their upper chest.

It is important to note that all Warriors (whatever their rank) wear two pins on their flight jackets. These denote the ship that the Warrior comes from and also serves to identify the wearer as a Colonial Warrior. It does not denote any actual rank.

Corporal

Corporal is the first of the non-commissioned ranks. A corporal has more standing than a standard crewman, and in situations of command has the authority to command a squad of 4 Warriors or a small group of crewmen. There is a second and third grade to this rank - Leading Corporal and Senior Corporal which is used to denote to senority and position within the Corporal grade. Neither are required for promotion to the next rank.

Corporals are allowed to show their rank by wearing a single braid around their chests and also a single braid around their cuffs.

Flight Sergeant/Sergeant

Sergeant is the highest non-commissoned rank in Fleet service. Warior Sergeants are referred to as Flight Sergeants. Sergeants are used to command Warrior fighter flights or a small department on a starship. Sergeants are generally considered to be the backbone of the Fleet as they keep the crew and Warriors in line and sometimes can have fearsome reputations rivalling that of the ship commander themselves!

Sergeants have a single braid on their upper chests and cuffs and in addition, wear a single rank pin.

Lieutenant

The Lieutenant is the first commissioned officer rank of the Fleet and Warrior service arms. A Lieutenant is usually in charge of a mission or a wing of fighters, but not usually a starship. There are two grades to this rank - 2nd Class and 1st Class, with 1st Class being the more senior.

Warrior Lieutenants wears a single braid around their upper chest and cuffs and wear two rank pins.
Fleet Lieutenants wear the blue command uniform. They have a single silver braid around their chests and wrists and wear a single rank pin.

Captain

Captain is the next commissioned rank and is an actual command rank for the Fleet. A captain has command over small military vessels (like Light Cruisers) or is an executive officer on larger vessels like Destroyers.
Captain is the last rank for Colonial Warriors, after that, their command structure is the Fleet structure, and on ships where there is a Warrior Captain and a Fleet Captain, the Fleet Captain takes overall command.

Civilians like to use this title a lot when they own their own starship, but military and civilian ranks are not usually compatable.

Warrior Captains wear two rank pins and have gold braiding on their chests as well as two braided strips on their cuffs. Warrior Captains can sometimes be found with the Fleet Dress Uniform if they have done something to earn it (such as command a Fleet vessel in times of need), although it is up to the individual officer to decide when and if to wear that.
Fleet Captains wear the blue command uniform, carry two ranks pin and have a single braid around their chest and wrist cuff.

Colonel

Colonel is the start of the Fleet Only ranks (and thus all Warriors fall under the command of a Colonel). A colonel is the lowest rank to command larger than Light Cruiser ships, such as the Destroyer, and they are second in command to larger vessels (such as the Battlestars).

Colonels wear the blue command uniform and have two rank pins. They have a braided band around their upper chest and in addition have a single silver braid around each cuff.

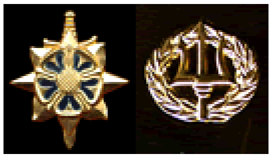
Commander

The rank of Commander starts the list of Flag ranks in the Fleet. A flag rank is one where the duties of the commander not only consist of directly running their own ship, but also the planning and strategy of an attached squadron of support ships. Commander is the required rank for command of large capital ships, such as the Gunstars and Battlestars.
Fleet Commanders are the next grade of this rank, and like it says, Fleet Commanders are responsible for an entire fleet of support and attack vessels.

After Fleet Commanders comes the Rear Fleet Commander which is more of an administrative position than actual field rank. The Rear Fleet Commander duties include looking after the administrative side of the action, keeping track of all the fleets in the field and seeing that their needs are met.

Finally, at the top of the chain sits the Commander of the Fleets. The Commander of the Fleets is responsible for all Colonial Fleet action and reports to the President of the Council of Twelve directly.

A Commander wears the blue fleet uniform with a silver braid around the chest and two silver braids sperated by a thick solid silver line around their cuffs. They have two rank pins. In addition, many Commanders wear a large silver medallion around their neck (usually the design of the ship they are serving on, but it can be different, such as a political or council symbol), especially if their hold additional duties. Fleet Commanders may, in addition, wear an extra silver braid running down the sides of their uniform. Usually this is an thin item of extra clothing that is worn over the uniform, but sometimes is sewn onto the uniform itself.



Rank pins

A Warrior or Fleet crewman is allowed to wear up to two rank pins to denote their rank. If one pin is worn, then it is worn in the centre of the neckline of the uniform. If two pins are worn, they are worn on each side of the collar.

While rank pin locations never change, the actual pin design may as several capital ships use their own design.

For my notes on the Colonial Ranks, please see here.

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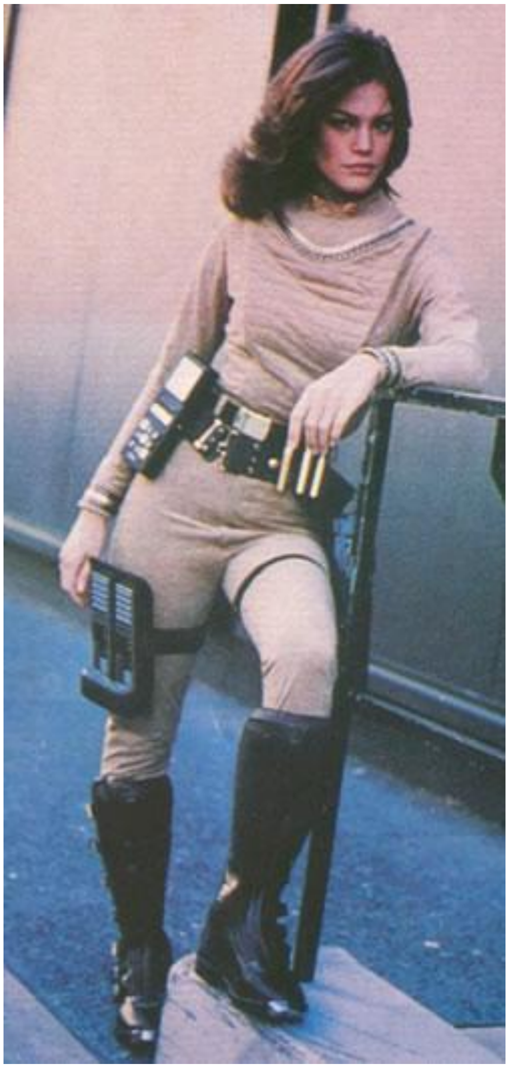
UNIFORMS

Every person in the Colonial Fleet wears a uniform. It shows instantly what the person does and is a sign that the wearer is part of an elite organisation. While there are specialist uniforms and variations for differing roles, the most common Colonial Fleet uniforms are exampled here.

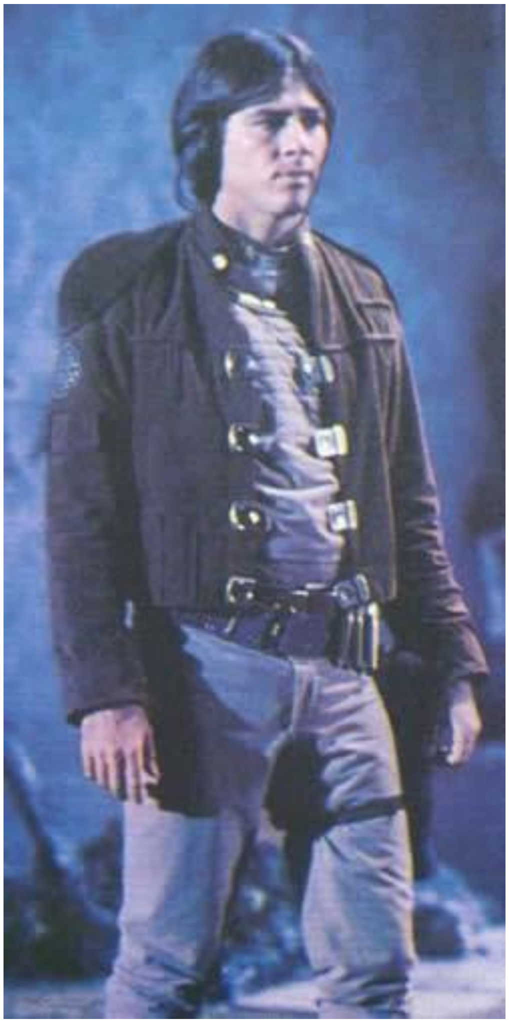


Standard Uniform:

The image shows a well equipped female crewman in standard uniform.

The uniform is the basic garment for most standard crewmen and is what they wear on a regular basis. The garment itself consists of two pieces - trousers and top. The top has either a zipper on the left side (old style uniform), or more commonly now on the back. The colour of the uniform is a very light tan (as is shown well in the image - the colour of the uniform has a tendency to appear darker in almost any light source though). The front of the top is padded. Rank pins are aligned around the collar and a ship patch is worn on the right shoulder. Usually dark brown calf boots are worn with the uniform, but here the crewman has opted for more durable black knee high boots which are acceptable in certain circumstances. Finally, a utility belt fleshes out the uniform which pieces of equipment as needed. It should be noted that weapon holsters are not worn as standard.

Note the gold rank stripe above the chest black and gold braiding, the two collar rank pins and the double black and gold cuff braids suggesting that this Warrior is in fact a Captain.



Colonial Warriors:

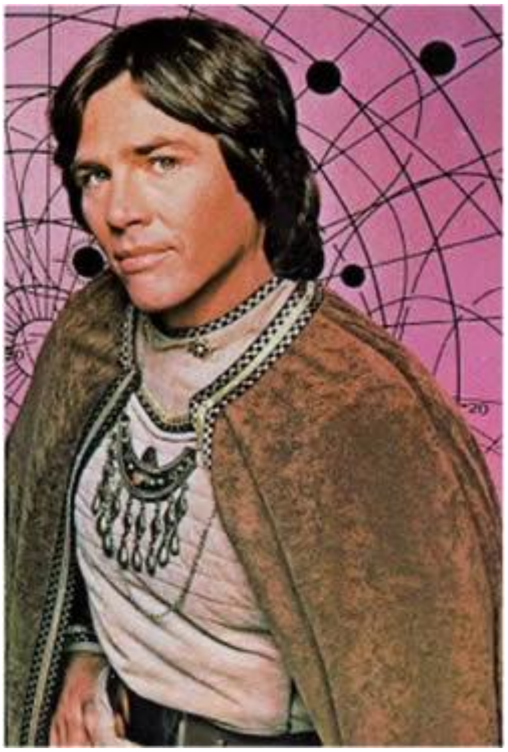
The image shows a Colonial Warrior wearing standard equipment.

A Colonial Warriors uniform is slightly different to that of the standard uniform as listed above. The first and main difference is not actually visible. Underneath the fatigues, the Warrior wears a light weight g-suit that enables them to remain conscious through the strenuous manoeuvres that the pilots perform in combat. This g-suit is comfortable enough to be worn all through the day and under the fatigues so that the Warrior is able to leap into their fighter craft at any time.

Over the top of the g-suit, the Warrior wears a normal standard uniform. Worn over this (although as desired) is the Flight Jacket. This is of a dark tan colour carries two ship collar pins and a right shoulder ship patch. The flight jacket also offers limited protection against laser blasts in combat, but will not stop a full on shot.

As standard, a Colonial Warrior will be equipped with their weapon holster as well as their utility belt. Weapon holsters are tied around the appropriate leg, and also contain spare energy cells for the laser - these can be seen clearly on the image as the three brass tubes on the weapon holster belt.

As equipped like this, a Warrior need only don their helmet to make them flight ready for combat.



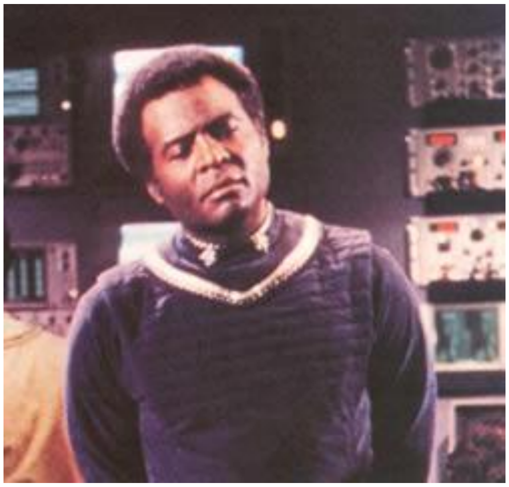
Colonial Warrior Dress uniform:

The image shows a Colonial Warrior posing in full dress.

For all formal occasions, the Colonial Warrior is issued with a dress uniform. This is basically a fancy version of the standard uniform designed to give off a more appropriate display at the relevant time. The g-suit is not normally worn under the dress uniform, but could be if circumstances dictated otherwise.
The standard fatigues are worn with all rank pins attached. In addition, every Warrior wears the dress medallion that signifies that they are a member of the Colonial Fleet.
Flight jackets are not worn, but instead, the dress uniform consists of a cape of the same dark tan colour. No patches or pins are worn on the cape.
Finally, a special utility/weapon belt is worn instead of the normal two. While devoid of all equipment, the weapon is carried as standard.
Brown tan gloves with the ship patch on finish the dress uniform.

Warriors with the rank of Captain are entitled to wear the Command Crew Full Dress Uniform if desired.

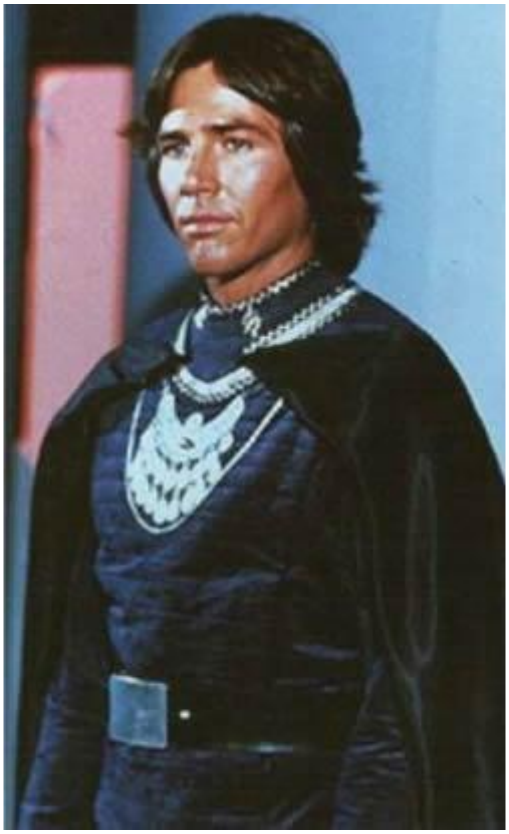
Note the double black and gold braiding on the captains cape.



Command Crew:

The images shows a Colonel at his station on the bridge.

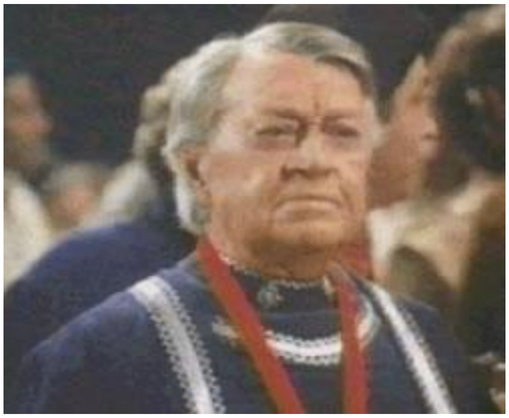
The Command crew uniform is for members of the Colonial Fleet (not Warriors) who are of rank Lieutenant, 1st Class and higher. It is very similar to the standard uniform as described above, but instead of being a tan colour, the uniform is of a deep blue and all braiding is in silver instead of gold. Rank and collar pins are also silver. The boots are of a deep blue colour too.
While utility belts are worn, weapon holsters are not standard issue.



Command Crew Dress uniform:

The image shows a Colonial Warrior posing in full dress.

Like the command uniform, the Dress Uniform is almost exactly the same as the Colonial Warrior dress uniform with the exception of the colouring. The uniform is of a deep blue colour, while the cape is braided with black and silver. The dress medallion is silver. Command crew do not normally wear weapon holsters and usually neither by Colonial Warriors wearing the command dress uniform either.
Deep blue gloves are part of the uniform, but they do not have ship patches on.



Ship Commanders Uniform:

The images shows a Commander receiving a medal for valour.

Ship commanders are entitled to wear a slightly different command uniform. To signify that they are the commander, their uniform has two silver and black braided lines that run down the front of their tops. Their dress uniform has solid silver braiding around the edge of their capes rather than a silver/black-chequered pattern.

Note that a ship commander never has to wear the braided uniform while on duty, but it is an essential part of the dress uniform.

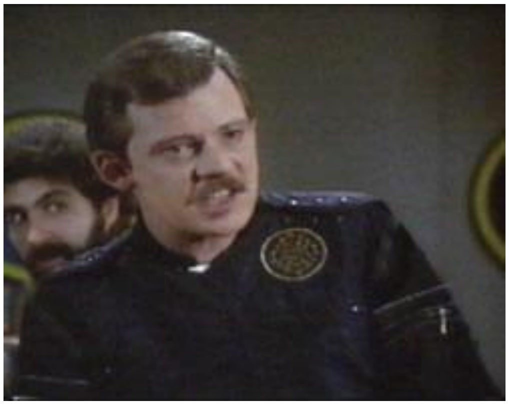
Science:

The images shows a science officer pondering a problem.

The standard science officer uniform is worn by medical and research units above ships and is not exclusive to one particular branch of the sciences.
The uniform is of a lighter material than the standard uniform and a slightly different shade of tan too. Like the standard uniform, it is generally featureless, but does contain the ships patch on the right shoulder of the uniform. Utility belts are usually worn, but weapon holsters are not standard issue.

Unlike all the other uniforms listed here, the sciences uniform does have a significant variation for the female officer. Whilst men have a two-piece uniform, women have a single piece dress uniform.

In certain circumstances, it is permissible to wear the standard uniform, such as when on missions.



Security:

The images shows a standard security guard addressing a fellow warrior.

The basic security uniform is black and has a differing design to the standard uniform as listed above. It is slightly more imposing and devoid of colour as much as possible. The top, trousers, boots and gloves are all black, with the main colour coming from the ships patch, which is situated high, on the front right breast. The uniform contains more pockets than normal, with upper arm and upper thigh pockets.
Utility belts and weapon holsters are worn as standard.

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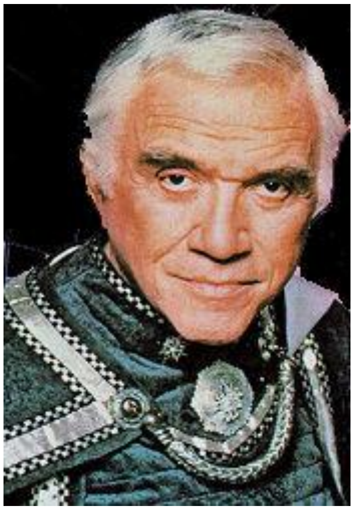
NOTABLE COMMANDERS

During the Thousand Yahren War, the Colonials produced a string of excellent commanders who were somehow always to be one step ahead of the Cylons. The more special ones are listed here.



Commander Adama:

Whilst not having the flair of the Juggernaut, nor having the rigid discipline of Commander Kronus, Commander Adama has had more than his fair share of success, commanding the Battlestar *Galactica* to success time and time again. Adama follows a family tradition of military success, and indeed, he inherited command of the Galactica from his father. Adama is both a military and political leader, being a well respected member of the Quorum of Twelve. After the Peace Conference, Adama would be the one to lead the survivors of the Colonies off on their quest to find the Thirteenth Tribe of man.
Caprican, 7208 - present.

Commander Atalanta:

Whilst not an outstanding commander of people, Atalanta was an outstanding fleet commander, able to utilise the elements under her command in seemingly the best way possible, no matter the actual fleet composition. Not so good when it came to individual ship combat, she was given command of fast strike squadron, and personally commanded the Triton Strike Carrier *Poseidon*, where she became renowned for her strike raids deep in Cylon territory.
Very head strong, with a liking for combat, Atalanta was not known for smiling, or indeed for getting on with people much. She seemed not to have a life outside of the military, and her favourite past time seemed to be hunting Cylons. Despite being a striking woman, she was never sealed until late in life, although this was to be short lived as both her and her partner were killed soon after in an unfortunate shuttle accident.
Aerian, 7134 - 7257.

Commander Cain "The Juggernaut":

Commander Cain has a role of individual initiative and will stop at nothing to win, and while this brought him to logger heads with the Colonial High Command at times (and earned him his nickname), the fact that he kept winning kept him safely at the top of the strategy list, and now his military strategy is required readings at the Militar Acadamies. He considered possibly the greatest commander the Colonials ever had, and this by the Colonials and the Cylons.
Cain commanded the Battlestar *Pegasus* and the Fifth Fleet, and was thought killed at the Battle of Molecay. He reappeared later on after the Exodus to help the *Galactica* in its time of need, although he disapeared again while fighting off three Baseships, and his current whereabouts is unknown.
Caprican, 7238 - present?

Commander Kronus:

An excellent commander, but very strict. Believes in discipline and the military way of life. Not somebody that can make the natural adjust to civilian life. A very 'by the book' commander, but also a successful one. Commander Adama used to serve under him early in his career.
Commanded the Battlestar *Rycon* and led the Fourth Fleet. When the fleet and the Battlestar were destroyed (at the Battle of the Casmoro Acapellico, although not before destroying the enemies attack, with the *Rycon* being directly responsible for the destruction of three Cylon Baseships), Kronus's long career was ended because of injuries received, and he retired. He survivied to the Exodus and was given a command of some manufacturing ships in the fleet. He became blind to the plight of his workers and crewmen, some of whom revolted. Kronus was killed in action attempting to bring the ship back under control.
Gemini, 7188 - 7341.

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COLONIAL WARRIORS

Generally considered to be the third main branch of the armed forces despite being part of the Colonial Fleet, the Colonial Warriors have a myth all of their own. They are the fighter pilots of the Colonial Fleet, and can be found everywhere the Fleet is found.

Warriors are highly trained, and they have to be. When flying strike missions against the Cylons, they are almost always flying 2:1 odds, sometimes a lot worse, and it is only their training that allows them to survive. In addition though, the Fleet can operate far out into the reaches of space, and well beyond the means for the Army to be quickly transported to potential trouble spots. Due to this, Warriors are also trained in ground operations and they conduct strike raids and holding actions outside of their fighters. Sometimes they are shuttled down to a planet for the raid, sometimes they must land their Viper and leap straight into action from there. As a ship could never hope to carry as many Warriors as would generally be needed for major fighting, Warriors are not expected to fight large scale battles or do anything more than conduct hit and run or small surgical strikes. Besides, a Fleet ship does not carry the heavy equipment (tanks and armoured vehicles, heavy guns, etc) that would be needed for this type of battle. In addition, Warriors form the Fleets boarding action troops and marines.

As a result of all this, Warriors are trained from an early age, and their training takes longer than most other branches of the Armed Forces as the Warrior-to-be has more to learn. They are literally a fighter pilot and soldier wrapped into one package, and as such must be trained for both types of mission, with the addition of specialised zero-g and vacuum training. A Warrior who lives to a ripe old age can be expected to have fought in all many of situations, in a myriad of environments, and would be considered to be almost as well trained as a typical Army special forces soldier with the addition that they can fly and pilot spacecraft as well.

Indeed, if a Warrior wishes to transfer out of the Warriors and Fleet and into the Army (as some do, not being to cope with the extra pressures of being a Warrior), they are usually considered for the Special Forces straight away, depending on the extent of the Warriors service.

Colonial Warriors do not generally name their Viper craft as they can be assigned to any craft depending on the mission and combat status of their craft. *Asp* pilots however, do, and are generally always assigned the same craft throughout their career if possible, and this sometimes allows them to get a bit more attached to their vessel.
Asp pilots are generally considered to be a bit of breed apart from normal Warriors. They fly around in unarmed fighters in the midst of combat, and this tends to make normal Warriors think that they are slightly crazy. Especially as most *Asp* pilots do not shy away from combat at all, even though they only their EW equipment to protect them.

Possibly because of their reputation and the fact that they are expected to be able to handle a lot of different situations, some warriors find that they like to act a bit more independantly and on their own initiative. Technically this is sloppy discipline and certainly most warriors will be chasterised about it, but commanders tend to have a habit of overlooking such independant actions if the warrior makes an impact or they are fairly senior in rank.

There is a considerable rivalry between the Warriors and the Army, mainly because the Warriors cover many of the same roles as the Army, in addition to being fight jocks and usually shuttling the Army from planet to planet. Any ship that contains army barracks is usually a hotbed for trouble.

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COLONIAL RANKS

The Colonial Army, while similar in style to the Colonial Fleet, is a different branch of the Armed Forces, and as such has a slightly different organisation and ranking system to the Fleet. These are detailed below.

Organisation:

As with all things, the Army is organisation along certain lines to allow it be to be flexible in battle. While not comprehensive, the following is a rough guide to the layout of the Colonial Army.

Squad

The basic building block of the Army is the squad. A squad consists of 8 men and contains 1 corporal and 1 sergeant. The sergeant is in overall charge of the squad, but in case the squad is broken down into smaller units, the corporal can take charge of this.
With vehicles units, a squad is one vehicle.

Platoon

A Platoon is made up of 3 normal squads and an additional headquarters squad. It is commanded by a Lieutenant. A platoon is 32 men.
With vehicle units, a platoon is composed of 4 vehicles.

Company

The next sized unit is the company. A typical company contains 3 platoons and 1 headquarters squad. It is generally 104 men, and is led by a Captain.
A vehicle company is 14 vehicles. An additional vehicle is always added the company headquarters squad.

Phalanx

The Phalanx formation is 4 companies and an attached headquarters platoon. An all infantry phalanx would be 456 men, and led by a Major. Phalanxes though, are rarely composed of the same companies. It would be more common to have one or two infantry companies with attached artillery or vehicle companies for hard-hitting support.

Legion

A Legion is composed of several phalanxes. The average is 10, but it varies from 5-15 depending on available strength. A Legion is effectively the largest formation that is sent into battle at one time. It is run by Lieutenant General with a Colonel as an executive officer, and in addition to the phalanxes, also contains a headquarters company. A legion, like a phalanx, is never composed of one type of unit and will usually contain the full range of tank, artillery, heavy weapon, scout and infantry phalanxes. The most common type of unit within the legion will give the legion its type, so for example, a legion composed mainly of tanks will be classified a tank legion.

Army

An Army is simply a collection of legions. It is mainly a formation on paper only, as while all the troops will usually be present, they will not be present in one place usually, and may even be scattered across several planets. An army is commanded by a general who will have their headquarters company somewhere.

These formations only list combat troops. Formations of Company or larger size will usually contain non-combat troops such as admin staff, cooks and other support personnel.

Rank:

The following ranks are in use within the Army.

- Recruit
- Private
- Private, 1st Class
- Corporal
- Corporal, Leading
- Corporal, Senior
- Sergeant
- Lieutenant, 2nd Class
- Lieutenant, 1st Class
- Captain
- Major
- Colonel
- Lieutenant General
- General
- General of the Armies

Recruit

A recruit is a soldier on basic training. At this stage they learn the basic arts of war, survival and their common enemy, the Cylon. This is often a gruelling point for the soldier to be, and many find that they just can not stand the training or the constant abuse hurled at them by their training staff.

Private

A private is the official term for a properly enlisted and trained soldier of the Army. Dedicated and senior privates can achieve the state of Private, 1st Class, but this is not an actual rank and will in no way impede the soldiersÕ ability to advance.
Privates are trained in many different roles in the Army, and while all know how to fight, some are cross-trained in other areas. For example, the basic private is a rifleman, but there are snipers - trained in long distance shooting at difficult targets, heavy weapons infantry who are trained in the use of weaponry heavier than the standard laser rifle, and so on. In addition, the Army covers a wide range of occupations, ranging from vehicle driver and tanker, to artilleryman and scout, and these all require different training regimes.

Corporal

Corporal is the first of the non-commissioned ranks, and thus the first of the ranks able to lead troops, although in a combat situation a corporal will only be responsible for half a squad, and usually under the watching eye of the senior sergeant. There are several grades of corporal - leading and senior, but like most grades within a rank, gaining these are not required to be able to advance to the rank of sergeant.

A Corporal of any type has one gold rank pin.

Sergeant

Often considered the backbone of any army, the sergeant is the highest non-commissioned rank. It is generally up to them to do the actual leading of troops into combat itself, as their take their squad into combat. Most sergeants take the time to constantly hone their troops to keep their skills sharp, and while they do tend to do a lot of shouting at their squad mates, they always have an ear open to the needs of their soldiers should it be needed, knowing that they are the ones who have to fight and die with the troops, not the generals who simply send the troops into action.

A Sergeant has two gold rank pins to denote their status.

Lieutenant

The first of the actual commissioned officer ranks, a lieutenant is in charge of a platoon of troops, usually the smallest actual organisation sent into the field of combat. Nearly all officers - especially those who have seen combat - have passed through the lieutenant rank at one point.

A Lieutenant has three gold rank pins to denote their position.

Captain

The Captain is in charge of a company of troops, and usually the lowest ranking office when troops are being shuttled across the stars by the Fleet. Unlike some other nations, Army Captains do not get a brevet rank of Major when being carried in Fleet ship.

A Captain has one silver rank pin to signify their rank.

Major

The Major is the start of the Staff ranks. These are ranks, which are generally more administrative than they are actual combat ranks. Being the commander of a Phalanx of troops, a Major is expected to lead from the rear rather than the front lines, but newly appointed Majors tend to situate their headquarters nearer the front so that they can still see some action.

A Major carries two silver rank pins.

Colonel

The rank of Colonel is often considered to be a bad rank, especially for combat orientated people. Being a Colonel means that, officially, you do not command any troops. Instead they are the executive (read administrative) officers for the Lieutenant General who commands the Legion of troops. Colonels in the Army generally have an unfair and (usually) unwarranted bad reputation. To be a Colonel is to be considered to have been "kicked up stairs" and placed out of harms way, especially as they do not lead any troops anymore. And itÕs fair that a lot of Colonels do not like the position because of it. But most Colonels have gained their position by hard work and earned their position, and it is an ideal stepping-stone to the next rank of General. It is also true though, that some Colonels are looking for any excuse to be able to lead their troops into action again.

A Colonel carries three silver rank pins.

General

The General is the highest rank within the Army, and they commander the actual armies that comprise the Colonial Army. It is very rare to actually see a general on the battlefield, as they are almost exclusively staff roles, but as most generals have worked their way up the ranks, it is not unheard of to actual hear of a general who commanded their men from the front lines. This is frowned upon by the High Command though.

There are several grades to the rank of general, the only difference is in seniority. There is only one General of the Armies though, and it is he who has ultimate responsibility for the actions of the Army. He is answerable to the President of the Council of Twelve only.

A General carries three silver rank pins and in addition usually has a more ornate helmet and uniform to denote their position.

Rank pins are carried on the collar, and both sides carry the same amount of rank pins, thus a Corporal has one rank pin on each side of their uniform. Unlike the Fleet, the Army uses the same pattern for their rank pin, and it does not change depending on location or unit served.

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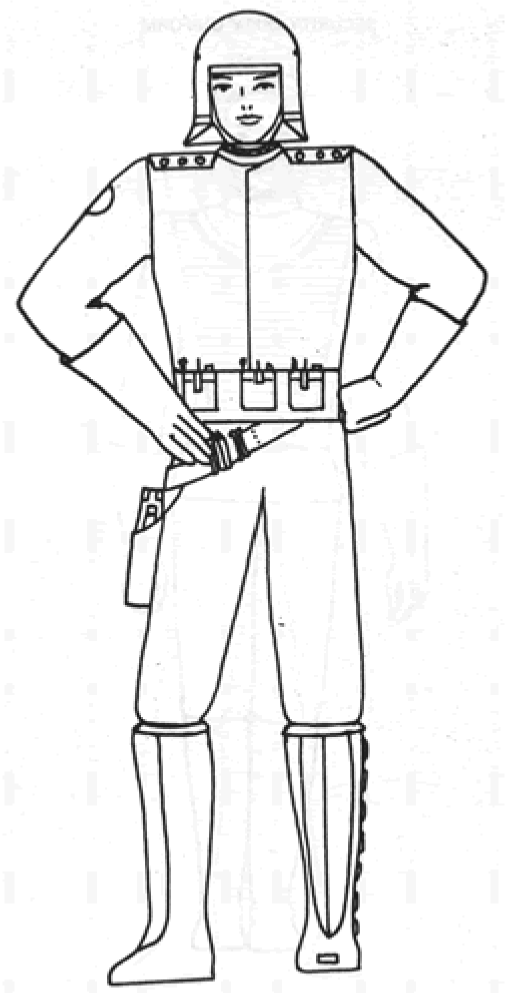
UNIFORMS



The Colonial Soldier uniform is similar to a Colonial Warriors in many ways. The uniform consists of a two piece uniform with a thick zipped jacket worn over the top. This, unlike Colonial flight jackets, is usually worn closed as it provides slightly more protection from laser blasts. Thick gloves cover the hands, a solid helmet is worn on top which provides some protection from noise, explosions and fragments, and also contains a radio microphone for communications. Unlike a Colonial flight helmet, it does not contain a forcefield at the front and provides no protection against hostile environments.

A utility belt is worn (which usually contains a few solenite charges or grenades), and underneath that a typical weapon holster is worn. All soldiers carry a 250 kj laser pistol as standard, and frontline soldiers also carry the heavier 450 kj laser rifle. The rifle is not issued to support or auxillary personnel as the pistol is considered adequate protection for troops without the space to carry a full rifle. Packs holding heavier equipment are usually worn in combat situations.

Heavy durable boots round out the uniform.

Unit patches are worn on the right shoulder, and rank pins are worn along the collars.

Colours of the uniform are varied depending on the mission. Unlike Colonial Warriors, the Colonial Army does appreciate the use of camouflage and uniforms will be coloured to match the mission requirement. Desert patterns of light browns and tan and forest patterns of greens and browns are probably the most common, but artic patterns are also widely seen.

The actual diagram shows a typical Colonial Soldier. The absence of a laser rifle signifies that he is probably a unit commander of some sort, and the full set of rank pins means that he is in fact a Colonel.

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THE THIRTEENTH TRIBE

When the original Colonials left Kobol, there were Thirteen Tribes of Man. The Thirteenth tribe actually left Kobol long before the other twelve, and for reasons known only to the them and the original Kobolians, they went in a completely different direction to the others, almost 180° degrees in the other direction.

When they went, they still maintained some limited contact with the other Tribes, although after a while this ended. When the Colonials landed in the Cyranus System, they destroyed all their technology, so if the Thirteenth Tribe were still communicating, there would have been no one to have heard them.

Or it might have been that the Thirteenth Tribe destroyed their technology long before.

The Thirteenth Tribe has mainly fallen into Legends, and the majority of the Colonials these days either have never heard of the tribe, or just view it as a fairy tale. However they are written about in some of the old books - the Book of the Word, and the Lords of Kobol. It is known that the tribe went to a planet called "Earth", but aside from that, not a lot is known.

One story, which seems to be truth, is that Earth was known to the people of Kobol before the exodus. They had sent out explorers who had found the planet, who realised that it was another paradise planet like Kobol. Unfortunately, this happened during the Ninth - and finally - Lord of Kobols reign. This Lord was a sceptic, and despite the fact that he could see what was happening around him with his own eyes, he refused to believe that his planet was doomed, and thus did not understand the significance that Earth represented. He thus had the scout crew killed on their return, and kept the location secret.

When the Thirteenth Tribe left, they had either discovered the location of Earth, or else they set out to find it, following the path of the doomed scout ship.

After the war, the Galactica will arrive at Kobol and find proof that the tribe existed, and will almost uncover the exact location as well. However a Cylon raid would keep that information from them.

What happend to the tribe, what their level of technology is like, who they are, and in fact any other details of them, are not known by anyone.

[Obviously in the series Galactica 1980 the Galactica found Earth, which was set in the year 1980. However from the original musings from Glen Larson, that was never going to happen and when Earth was found, it was going to be a future setting. The current

books (and indeed the comics) ignore Galactica 1980, so if you want to set a campaign in the future where the tribe is found, feel free to do what you like as they are no canon details to contradict.]

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KOBOL

Kobol is the founding planet of mankind. All Thirteen Tribes of man originated on Kobol, and they themselves founded other colonies, some close by to the Colonies, some light years away.

Until after the war was concluded, the lost planet of Kobol would be considered a myth by most Colonials (despite the fact that most of their history, architecture and culture was all derived from it). Mainly this would be due to the fact that when Kobol was evacuated and the Colonies settled, all records and technology were destroyed by the Colonials, and only a few prominent people in power would keep certain things (like the Book of the Word, the Seal of the Lords of Kobol, and things like that).

However, what was Kobol like?

The ancient history of Kobol is completely unknown. The only facts are that the ancient civilisations are known collectively as 'The Ancient Ones'. A little know fact is that these ancient ones were visited by higher powers at times in their development to instill upon them various values of good and just.

Like most things historical, little can be said about Kobol and especially the people who lived there. However, some things can be determined.

Kobol was a planet with a large population, and many cities. The largest city - and the capital - was called Eden. It was also the first city to be sacked when the troubles hit Kobol. The planet itself was vertiable paradise though, with all the resources the people could ever need, as well as an enirvonment that was just right.

The planet was run by the Lords of Kobols, and thus the planet has a unified government. When the population left Kobol, the Ninth Lord was in power. He never left Kobol and died there, and in his tomb records of the exodus and their co-ordinates were sealed. Only those with the Seal of Kobol would be able to enter the tomb in safety.

The people of Kobol did not know war at all. Throughtout their history, the people of Kobol never warred amongst themselves. If there was a settlment to be made or a land or power grab occuring, then it occured peacefully, without conflict.

It was from the Lords of Kobol period in time that modern Colonials get their values and religious beliefs from. The Seal of the Lords of Kobol - whom every member of the Quorum of Twelve carry - derive from this period, and the Book of the Word, if not written in this period, currently covers the teachings and writings from this period. It could be that the people of Kobol admired the arts and were great philosphers. The people were also reliant on prophercy and fate, and writings and legend that had been written down many thousands of yahren previous were still relied on as truth. As such, they had known for many millienia that there planet was doomed and that they would have to travel through a void to find a new home.

Architectural style was very similar to the Ancient Egyptians of the Thirteenth Tribe of Earth. Pyramids, columns and stone reliefs were the order of the day. Cities were built to last, and millennia after the exodus from Kobol, ruins and structures still stand. The Kobolians built things for their looks and aesthetic appeal as well as their durability, and columns and walls were adorned with decorations and hieroglyphics, the language of Kobol.

Technology, while highly advanced, was ornamental and functional. Designed to be built into things and then forgotten about and out of sight, unlike that of the Colonials that descended them. Locks would be built into the ornaments of buildings, and keys would be made into jewellery and decorations. Obviously there were some exceptions - space craft and the like. The people of Kobol were explorers, and they were constantly sending out scouts to see what the rest of the galaxy was like. It is also likely that they set up some colonies of their own, but it appears that when the people of Kobol left, the colonies left with them.

Despite all their great technology, teachings and values, the people of Kobol could be wasteful people. When they discovered that their star was unstable and they had to leave, they let their planet go to waste. Resources were mined without landscaping the planet to cover up the mess, and pollution started to get rife.

Kobol itself though, was (is) hidden deep within a magnetic void, with only a pulsing star for company. Its location, direction and co-ordinates would be lost to the Colonials for about three and a half thousand yahrens when the Battlestar *Galactica* would come across the Void, and Kobol on its quest for the Thirteenth Tribe.

Kobol Today:

Kobol today (when the Galactica found the planet again), is a desert wasteland. It has no life left on it - no animals at all, despite the fact that it does still have an atmosphere and is able to support life. The ruins of the major cities are dotted around the landscape, and it is testiment to the way the Kobolians made things that a lot of them are still in reasonable shape after thousands of yahrens, and some items of technology still indeed work, although these items would be mainly around the tombs of the Lords of Kobol.

The Cylons and Kobol:

The Cylons either do not know that Kobol exists, or they do not know what significance that it has for the Colonials, or they just do not care. Probably an element of all three cases. Certainly they have made no effect to find the mythical planet during the Thousand Yahren war, nor have they attempted to mislead the humans into a trap using Kobol as bait. The Cylons will not actually visit Kobol until just after the Exodus, and then they will not stop to study the planet, just destroy it.

My Take on the Kobolians:

If it ever came to it, my take on the Kobolians is as follows. Note that I have no basis in real fact for any of this, and it is all pure speculation.

However, the culture is a mixture of ancient Eqyptian and ancient Greece rolled into one. This includes architecture and clothes style. Combine the technology from the film "Stargate" and you get a pretty fair representation. In some senses, the Kobolians are still far in excess of the Colonials, but at the same time, they are also lagging far behind in certain sciences.

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ORIGINS OF THE CYLONS

Many thousands of yahrens ago, on the planet Cylon, there evolved a race of reptilian creatures. These repiles quickly became the dominant species on their planet, and quite quickly became techhnologicaly advanced. They developed space flight and soon started exploring the galaxy.

The Cylon race was a very specifically ordered society, and to them, everything has to have a place and a reason within this ordered society. As such, they did not see eye to eye with most of the races they contacted, and if they were not before, they became an agressive society, although they would see this as act of survival against a chaotic universe, rather than a need to dominate.

To help them in their role of ordering the galaxy, they started changing their bodies as they found that the bipedal form was the most practical, and then they started augmenting their bodies with cybernectic attachments to make them stronger, live longer and be more able. As the yahrens progressed, the Cylons augmented more and more of their bodies.

Around a thousand yahrens ago (just before the onset of the Thousand Yahren war), the Cylons were visited by Count Iblis. What happened next is not known, probably not even to the Cylons, but with the help of Count Iblis, the reptilian race made the leap from being biological to purely mechanical. Again, whether this was a move the Cylons had intended to go down or whether or not they were tricked into it by Count Iblis, no one knows. The original Cylon race thus died out, and in it is place the new robotic Cylon race ventured forth. How much influence on this race Count Iblis had is not known, but at some point he must have had some influence on at least one Cylon as the voice of the robotic imperious Leader is actually the transcribe voice of Count Iblis. Whether he managed other changes is also not known. It is known that the robotic Cylons do not follow Count Iblis, and it may be that the leap to robotics was a move influenced by Count Iblis when the reptilian Cylons also refused to follow him.

There were no wars, no exterminations, no organic versus mechanical conflicts, the Cylons "simply" transformed into robotic Cylons. Whether they died out, left the Galaxy or whatever, is not known.

These Cylons took on the task that their biological brethran had left them, and thus took over the running of the old Empire. With the transition to being fully machine, Cylon society took a few turns. Now it was possible to program Cylons to perform certain tasks, order could be established and routine and structure enforced. At the same time, they also become more single minded in their mission as galactic caretakers.

It appears likely that the Hasaris were one of the first races 'contacted' by the Cylons.

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THE CYLONS

Contrary to popular Colonial belief, there are other types of Cylon other than the standard silver Centurion. Breaking the belief down even further, most Colonials do not actually recognise the fact that there are Cylon Drones *and* Cylon Citizens!

So, there are actually six types of Cylon - Drones, Citizens, Silver Centurions, Gold Centurions, IL Series and the Imperious Leader himself.

The Cylon:

A Cylon is, at its basic level, a bipedal robot. They are self aware, and usually quite logical. They are not especially fast, but they are quite strong. They are obviously artifical in nature, and most Cylons are larger than a human - around 6' 6", although this varies with their type. Cylon eyes glow red, and pulse back and forth. Originally this was thought to be some kind of radar system, but this has since been disproved.
A Cylon is powered by internal powercells which allow it to function without outside aid for around nine to ten yahrens.

They have standard human style sensors (audio and visual), and they also have the ability to detect certain basic emotions in humans, such as anger, hatred, fear, happiness etc. This is probably due to their sensors picking up on the physical characteristics of emotions (sweating, crying, shifty eyes etc) rather than any psychic ability, but it can be used to unnerve humans at moments. It was probably developed as an aid to interrogation.

The big thing with Cylons, is that they do not function well as individuals and tend to be slow witted if their link to the Information Network is disrupted.
Cylons do have some other disadvantages as well. They lack speed and mobility - the fastest a Cylon can go is the equivilant of a human jog. It is easy for a human to outrun a Cylon - just not last them out. Most Cylons also have a large amount of skills, but these skills are hardly ever as good as a human. A human can learn, a trait that, while present in all Cylons, is rarely used in most.
While most Cylons are also armoured, they are still subject humidity and dislike hot and wet areas. The water vapour can get inside of a Cylons circuits causing long term rust and problems.

Emotions:

Cylons have emotions. Centurions hardly ever show these (a wasted trait in warriors), but even they have some. They can show fear or apprehension by a rapid pulsing of their eye. This is only done in times of great stress (so most combat situations do not count, even when the Cylon is sacrificing his life), and an example would be when a Cylon is protecting a more important being, and a threat that they cannot cope with appears. As well as emotions, they have other traits such as the ability to concentrate. Not a very common thing for a Cylon to do as it involves the Cylon using all its brain power to a specfic task (such as a stand-off fast draw pistol duel), and when this happens sometimes the Cylon eye stops as the time of greatest concentration.

The IL Series show emotions just a bit more, mainly survival traits though which allow them to lie, deceive and get out of dangerous situations. They can also show jealously and ambition.

Cylons have the ability to detect certain basic emotions in humans, such as anger, hatred, fear, happiness etc. This is probably due to their sensors picking up on the physical characteristics of emotions (sweating, crying, shifty eyes etc) rather than any psychic ability, but it can be used to unnerve humans at moments. It was probably developed as an aid to interrogation.

Drones:

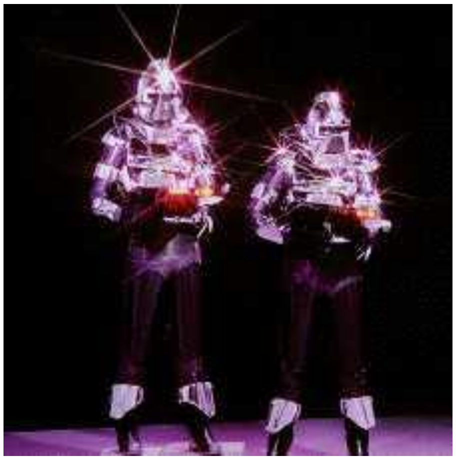
At the lowest level of the pecking order, live the Cylon Drones. These Cylons are below citzens in rank and status, although in appearance they mirror them. Their function is as the basic worker of Cylon society. They have only limited programming - just enough for them to be able to do their tasks without supervision. They have no combat abilities at all, no real initiative and just enough intelligence and education to fufill their roles.
Drones have one brain, but as stated, it is very limited.

Citizens:

Next, comes the citizen Cylons. Hardly anything about these Cylons is known as most humans only tend to come into contact with the Centurions. Citizens are the the backbone of the Cylon Empire. They deal with the mundane tasks, the administration and the running of the Empire, and most things non-military.
Whilst they can operate military weapons (and some work in military bases), they are generally the weakest of the Cylons and the most non-combative. They are never seen in intentional combat situations, and thus will never be found in Baseships or Raiders.
Civilian Cylons have only one brain, but are limited to what they can do with it. Whilst they are not as limited as Silver Centurions in that they required supervision, they cannot access any combat related skills that might be normal for other Cylons.

Centurions:

The Centurions are all Combat Cylons. Their bodies being tougher than other Cylons, and they have combat abilities and weapons training. Whilst ranking exist betweem Cylons, all superior ranking Cylons refer to Centurions simply as Centurion, without stating the lower rank. Centurions do not use figure of speach, stating what they mean.



Silver

The standard Cylon warrior. Not fast, but strong and able. Follows orders without question and regard for its own being. They are all ground troops and fighter pilots.

Whilst not having many rankings, silver Centurions do have some ranks and system of grading amongst themselves, the most common being that of Flight Leader who commands a patrol of fighters (8 fighters or about 24 Cylons), and just above that is Group Leader who can command a lot more, and is the intermediary step between Silver and Gold Cylons.

Silver Centurions have one brain with which to interprete orders, which gives them a very limited choice of actions, and thus they require supervision. They do not have much in the way of individualism. Silver Centurions do not have names. With the information network, it is always clear to whom a command is being directed to. Only Flight Leaders or Centurions with rank have a designation, and then it is a number, such as Flight Leader 17.

Gold

Command Cylons or called "First Centurions" by the Cylons themselves. Fairly rare, but able. A leader model, referred to as a First Centurion by the Cylons themselves, with one able to command a Baseship. Follows orders from IL and above Cylons.

Gold Centurions have two brains, and thus they are very capable machines. They do not require any sort of supervision, and can make and act on decisions themselves. This second brain is filled with military information and knowledge and not a lot else, making them not too effective outside of this field. First Centurions do not have much in the way of a personality, but unlike Silver Centurions, they do have a simple name.

IL Series:

Command and Supervisor Cylons: Intelligent, able to reason, lie and deceive (even to other Cylons). They may command Baseships and other installations.
This series of Cylon has been upgraded over the years, and more modern versions tend to view themselves as more superior than their early brethren. As stated, they have the ability to deceive, and this does include to other Cylons if it would mean them saving their necks. This may be the reason why no one knew of the Battlestar Pegasus being in the Gomoray system attacking the Cylons. The IL series however are not combat Cylons, and it is doubtful whether one has ever raised a weapon in a combat situation.
The IL series of Cylon have two brains much like Gold Centurions, although like their brains, the IL series have a wider range of knowledge and information available to them. Whereas the Gold Centurions have information about leadership and miltary matters, the IR series has a very flexible and wide ranging choice of actions. It is this variant second brain that allows them to develop more human emotions and traits. All IL Cylons have a name.

IL cylons function in a variaty of roles, mainly as advisors and executive officers to First Centurions or other Cylons.
First Centurions and IL series Cylons can become Warriors of the Elite Class. This is rewarded for extreme tactics and heroism, bravery and outstanding sucess. It is not a common award, and the Cylon really has to work for the award, which means against the Colonials, the Cylon has to try and think like them, ironically an act which they despise.

The Imperious Leader:

The only Cylon to still resemble the old Reptilian beings, although these are definitely robotic. Nothing is known of their combat abilities. The Imperious Being is the leader of the Cylon Empire. And that is about all that is known. When one is killed, another is selected, although if one is built specifically or whether another Cylon is chosen, or if indeed more Imperious Leaders exist in a separate location is also unknown. All Cylons obey without question though.
The Imperious Leader has three brains, which gives it much more knowledge and experience on nearly all matters concerning the Cylon race, including history, warfare and more. With their unrestricted access to the Information Network, an imperious Leader knows everything there is to know about the Cylon race and Empire.

When an Imperious Leader is replaced (which is after 75 yahrens or when the Leader gets killed in duty), the replacement is always an IL series. What happens to an imperious Leader after their term of duty is unknown.

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CYLON SOCIETY

The modern Cylon is a biped robotic machine. They come in a variety of forms, with the Silver Centurion being the most common of all. The Cylons have their Empire, and within this Empire there coexists a few slave or member races. As such this Empire is referred to as either the Cylon Empire, or the Alliance.

Cylon society though, is very structured and ordered. Everything has its place, every Cylon their role. Cylons do have cities, military garrisons and most things that other races do. Just a different outlook.

Cylon society is also constantly evolving, unlike the Colonials. Their civilisation is constantly being built upon and upgraded whenever it needs to be. That does not mean to say that all aspects are advancing, nor that all changes are for the better. Militarily wise, it does not even mean that ship designs are constantly being churned out (indeed,the Baseship is, like the Battlestars, several hundred yahrens old in design), but when changes need to happen, they happen.

Politics:

There is a second battleground for some Cylons. While the First and Silver Centurions have war as their battlefield, and the drones simply live to serve, for the citizens and the IL Series of Cylons, their primary battles are usually fought in the political arena. While Cylon does not have vast halls where Cylons can debate issues amongst themselves, every Cylon who is able, is constantly trying to get higher in favour with their superiors, and for the IL Series, their final aim is to be the next imperious Leader. A Cylon would never even think of allowing another Cylon to be harmed deliberately and in a physical manner - assassination and physical force against a fellow Cylon has never once happened in a millenia (save as a punishment), however they do not think twice of lying, slander, hording and with holding information if it would further their cause and they think they could get away with it. Cylons are ambitious, but at the same time this ambition must be held in check. Too ambitious Cylons are deemed unhealthy and they will more than likely be exiled rather than promoted. At the same time, a Cylon who is found to be deliberately with holding information will be deemed a criminal and punished accordingly. Thus a Cylon has to be devious, back stabbing and careful to walk the thin line between ambition and being a criminal. Some things a Cylon would not do - as well as violence - include blackmail and forgery. Instead, it is all about who you speak to and what you say, preferably before the other Cylon does.

Crime and Punishment:

Because every Cylon is self aware - despite their varying degrees of intelligence - there is always a Cylon wanting to get ahead of another. And crime against other Cylons does occur. Between Drones, Citizens and Centurions, crime is generally unheard off. However, amongst the IL Series, it is more common. However, crime does not exist in the usual sense. Cylons do not steal or do not murder their own. That would be pointless and a waste. However, they do vie for political status and additional rank within Cylon society, and this is where a Cylon commits the most crimes. Crimes are generally when a Cylon goes against the values of Cylon Society. This is very difficult to define exactly, but includes things like acting out of station, behaving in a un-Cylon fashion, and putting yourself ahead of the Empire and the like.

Punishments vary for these sorts of crimes. They range from Exile to a non-important Cylon world, loss of a brain (and thus reduce in rank and status), dismantlement, or art. Cylon art and poetry is a disciplinary measure for criminals. Cylon society has no artisans except for the criminal class.

Notes:

Cylons are by no means infallible. Whilst the Colonials do not have the technological ability (or the inclination) to build them, Cylons can, and do malfunction. Damage to a Cylons head can render them prone to malfunction, and this can take the form of them losing their memory, following others as their leaders and simply running amok. Whether the Cylons repair or destroy their malfunctioning comrades is unknown. Another flaw, is that most large bases or ships control their Cylon warriors through a central control station. If this is knocked out, then the Cylons under the control of that station will cease to function. This is not universal though, and neither is it required for a Cylons operation. Nor will it apply to First Centurions, IL series or citizens, only warriors. The advantage of this, is that the Cylons controlled can be guided by the controlling influence and this means that they may have access to sensor data that would not normally be available to them.

Large amounts of humidity and water can cause the Cylons to malfunction.

Cylons like to do things properly, planning for every eventuality. Obviously, when dealing with humans, this is a very difficult thing to do, but one thing they do try and adhere to, is that there is no middle ground.

The Cylon Symbol:

The Cylon symbol is two pentagons, one inside the other. The colour of the pentagons vary (in the series we see it either as a light blue or a light green), possibly due to differing units colours, Baseship command, or actual Cylon Commander.

The shape may or may not have any ramifications. Cylon Baseships have five landing bays, which can be linked to form a pentagon. We have not seen many other types of Cylon warship or architecture, so it is hard to determine if this has any other meaning or whether it is purely coincidental. It could be that the number 5 has special meaning for the Cylons. It could be that the pentagon is a very stylised version of a pentagon - after all, the Cylons were certainly influenced in some degree by Count Iblis, and I think we are led to believe that he is certainly evil - maybe even a fallen angel if you believe that the Ship of Lights is run by angels.

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INFORMATION NETWORK

One of the biggest and most important innovations of the Cylon Empire, is the Information Network. All Cylons are linked together via a vast information network. This is a very advanced network of communication and command signals that allows Cylons to be guided, controlled and given information and news updates when appropriate. The amount of the network that is available to a particular Cylon depends on their role.

Centurions are generally tied into the military network, which allows leaders to send instructions and orders to them. Silver Centurions have the ability to communicate through the network, but little else. First Centurions are plugged into the higher portion of the military network which allows them to control and guide all other centurions under their command, as well as supervise all functions on a Baseship.

Citizens and drones have access only to the civilian network which is more concerned with day-to-day news reports and the like. Communication to other Cylons on this network is also possible. Drones tend to just receive orders and instructions. The IL Series has access to a much higher portion of the network, both military and civilian, although unless they are actually present in a military role, this section is generally switched off.

The Imperious Leader has access to all portions of the network with no restrictions at all.

The amount of brains a Cylon has helps to guide and shape the information that they can access.

The Cylon network allows for many things - almost instant access to information (history, intelligence reports, ship updates, civilian news), instant communication between Cylons, the ability to run a ship (while Cylon ships have control centres, they do not actually need bridges - a Cylon can control their ship from wherever they are on that ship) and the ability to control Centurion warriors. Note that each link to a differing function (command, communication) if a different link to the Cylon, and thus destruction of one link is not necessarily going to disrupt the other.

The network is not always two way either. Drones and Silver Centurions for example, only have one way links on their command network meaning that they cannot give orders, only recieve.

The network extends to the furthest reaches of Cylon space and consists of many smaller networks. Each Baseship or ship is a mini-network. Each planet is itself a mini-network, and all these networks are linked together via FTL communications, although this is usually by no means instantaneous. If a mini-network is out of communications with other networks, then it will receive no updates, although it will not be effected in itself.

Due to the scope of this, this actually means that the Information Network has the capability to be wherever there are Cylons with a communication station of some kind. As such, the Network effectively spans the entire of Cylon space - and beyond - which makes it huge.

If the network were visible, then it would appear like a vast web connecting every Cylon to each other and to various pieces of equipment, like communicators. There would be several links to each Cylon of differing colours representing differing functions, and these links would be of various brightness symbolising the amount of control a Cylon has over that linkage.

While a great advantage for Cylons, the Information network can also be a disadvantage if it fails - Centurions will lose their control and will not function as efficiently, while lower classes (like drones) may well stand around waiting for instructions. While all Cylons are individual and have their own self-will and initiative, the Information Network is an important part of their society. Because of it is sheer size, the Information Network can be slow at times (the further a mini-network is away from a main communications point will also effect access times), and sometimes the information retrieved can be false or corrupted. In addition, the network is only as good as the information that is put into it. Just because an IL Series Cylon has access to the network, it does not mean that they're going to put information on it when they do not want the entire Empire to know something. So it not 100% perfect yet.

Luckily then, the Colonials have no idea of the whole nature and scope of the network. They know that all Cylon bases and planets have a control centre which, if destroyed will severely disrupt Centurions and Raiders, and they make these prime targets for destruction, but Colonial technology is not up to detecting - let alone jamming or disrupting - the network.

Uploading to the Information Network

The Information Network has another advantage to it. Cylons could, in theory, upload their consciousness to it and if they were destroyed, this consciousness could then be downloaded to another mechanical body, providing immortality to the Cylon. In practice though, this is rare. Generally Cylons only upload knowledge and information, not personalities, but in some cases - such as an important commander or scientist - it is deemed invaluable to keep the personality intact and the personality is uploaded, stored until needed. There are problems with this though. Because the personality is a mixture of hardware and software, sometimes when reintegrated with another body, the Cylon does not function exactly as they used to. This makes it a last resort rather than a common practice. Only First Centurions and IL Series make use of this features, the Imperious Leader is never stored.

The Cylons do not allow two of the same model to be working at the same time.

Destruction of the Information Network for Cylons:

The destruction of the network for Cylons has differing effects depending on what type of Cylon it is. The imperious Leader, IL Series and some Citizens will simply lose their links to the network but will be otherwise unaffected. They will not be able to send and recieve orders, but that will not be a worry for them.

Drones are the hardest hit because they will be cut off from all orders and will become fairly inert, continuing their previous commands and then awaiting new orders. Their initiative drops to nothing and they will not act or respond until the link is restored.

Silver Centurions are also hit hard by the loss of the Information Network. They will continue to act on their previous commands and orders and then switch to a guard role, respondng and reacting when appropriate (such as when shot at), but not much else.
Crash-landed Centurions may have the initiative to attempt to repair their *Raider* should the communicator remain functional, but if not will simply guard the vessel until help arrives.

First Centurions continue to remain at peak efficency and can still command Centurions, but orders must be verbal.

Other Cylons continue to act as normal, but with no access to their network. Any orders must be verbal.

Destroying the link to the information network is not easy though. In fact, the only way to do it is to destroy the command centre for the Cylons. As every ground base, base ship and indeed ship and settlement of the Cylon Empire has a command centre of some sort, destroying one will only render the Cylons under that the command of that particular control centre less active. And then, only until another base comes along and either repairs the link or takes control of it itself.

Thus as a temporary measure to render a base inoperable, destroying the control centre is a valid tactic, but only until reinforcements arrive. Destroying the control centre of a ship however, usually results in the destruction of that ship, and then fighters will simply control themselves until they can hook up with another baseship.

Even the smallest vehicle has a command link. This is enough to allow Cylons to function, just with limited iniative - enough to carry out their last orders or let them attempt to get to another command link where they will be reintegrated.

Destruction of the entire Information Network would require the destruction of the planet Cylon and all ships and bases with a command link.

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CYLON RANKS

Cylons do have some forms of rank, but mainly this is just an honorific amongst Centurions. As stated elsewhere, Silver Centurions use Flight Leader (sometimes also called Patrol Leader) and Group Leader ranks. Ranks are not displayed visably on a Cylon, with the Information Network available to them, there is no need, all Cylons will automatically have rank and status information available to them.

However, the Cylons do have status and vie for position amongst themselves. This is not a visible rank thing, but political and generally means that the higher status Cylons will get more chances for glory and promotion.

Warriors of the Elite Class:

The Cylons do have a special order though - Warriors of the Elite Class. This is a sure-fire way of getting promoted and advancing up through the ranks with glory and status.

These Cylons wear a black sash around their person, and represent a Cylon that has done something outstanding, or denotes a very capable Cylon. Cylons that show these talents walk a fine line though. While the Cylon Empire recognises the fact that some Cylons are unique and therefore more capable than others, it also recognises the fact that Cylons have engineered brains and circuits, and a Cylon who continuously displays talent outside their programming may be malfunctioning or have been tampered with. Or, it may be a genuine talent that the Cylon has, in which case, the Cylon race has to determine whether or not this is capable of being duplicated, and if this would be wise.

A Warrior of the Elite Class is of higher status than other Cylons of their own rank, and with this usually comes extra responsibility as well. Sometimes a Cylon may also be awarded additional rank (and brains) because of being distinguished, in which case, in their new rank, they may not wear the sash, but it will be recorded in their service record.

Funnily enough, Cylons who work their way up the ranks in this manner are not generally looked upon with favour, but instead with suspicion. Unless they reach IL series level, in which case this stigma is lost.

Drones: Drones can never achieve distinguished status, they lack the initiative and intelligence. If they were to do something extraordinary, they would be disassembled.

Citizens: Citizens find it hard to achieve Elite Class status, they lack most of the qualities needed to do something of note. If they do, then they will be allowed to wear the sash. However, citizens have a hard time of it. If they continue to do things of note, they will be watched to see if they are malfunctioning.

Silver Centurions: Like citizens, Silver Centurions find it hard to achieve Elite Class status, but they can do it. As a Silver Centurions life expectancy is so low, there is usually no chance of them being distinguished twice. But it does sometimes happen. Like citizens, Silver Centurions have to be careful. Because of their limited programming, they have as much chance of being dissembled as they have being awarded a second brain and being upgraded to Gold centurion status.

Gold Centurions: May be awarded the Elite Class sash with no problems. However, a First Centurion generally has no where to advance too. Occasionally they may be upgraded to IL series, but this is rare.

IL Series: The IL series have no problems with being awarded the sash, but like First Centurions, they also have no where to advance. IL series Cylons also have the problem in that because of their already unique qualities, it can be hard to decide what constitutes an noteworthy act, and with all the politicking that goes on with the IL series, they are always vying for position over each other.
One reason for this is that only a distinguished IL series Cylon may become awarded the rank of Imperious Leader.

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CYLON MOTIVATIONS

Cylons are not 'Evil' *per-se*, they just view things through different lights. This section attempts to explain Cylon motivations and how they see things.

To the Colonials, what motivate the Cylons is a complete mystery, and even to this day, they still do not know drives them. Some races they exterminate, some races they enslave and some they just leave alone. Colonials would love to know why.

To the Cylons though, it is a very simple story. Humans (and some other races) are not only a threat to the Cylon way of life, but also a threat to the Universe itself.

Cylons see themselves as the 'caretakers' of the universe. They value an ordered society and an ordered galaxy. Some races can fit within this order quite nicely, and these races are not harmed. In fact, the majority of them are probably not even aware that the Cylons exist. One of the main reasons for this, is that the Cylons do not really care what races do to their own planets and themselves - provided they keep their actions to their own planet. Once a race develops space flight however, then their potential for trouble increases amazingly, and suddenly the Cylons have to keep the race under surveillance. If the race is good and keeps it is exploits of other planets down to a minimum, and if the race sticks to some sort of Cylon order (usually without knowing it), then they can be allowed to continue to exist under their own control.

Some races need a slight bit of guidance to be allowed to continue. These races will be contacted by the Cylons and spared provided they adhere to Cylon rule. Other races though, cannot submit, or will not. These races must be removed. There is no malice involved by the Cylons, they do not care what merits an individual race has or has not got. They simply become a threat and must be removed. For the sake of the Cylon order, and also for the sake of the Universe.

Whilst exterminated races are destroyed like pests, they are not destroyed with any malice. Nor are they forgotten. The Cylons do keep records of all the races they have destroyed, and do keep artefacts and pieces of art from these races if they are deemed to be suitable examples of that races works. Thus, for example, you will still see the crystalline structures built by the Delphian Empire on Gamorray, just now inhabited by the Cylons.

Humans are unique amongst the races encountered by the Cylons. Other races have been easy to exterminate (the Delphian Empire, the Hasaris), or subjugate (the Ovions) or just watch. But the humans are different. And the Cylons do not know why. And this frightens them a bit, which is why there definitely must be no survivors. Humans have traits that the Cylons have long since abolished - individuality, freedom of speech being two main examples - and they are just too chaotic and unpredictable to be allowed to continue. Whilst most Cylons will have no thoughts about them, upper levels of IL Series and, it is rumoured, the Imperious Leader himself, actually have an emotion about the humans - hate. This is not good. Humans, as well as all their other traits, have the ability - through their presence alone, it would seem - to turn Cylon life upside down, and attack all fundamental beliefs from the top level down. This makes them extra dangerous.

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CYLON

The home world of Cylon is both the pride and shame of the Cylon race.

A hot, humid world, all of the natural beauty of it has now been destroyed since the mechanical Cylons were first built.

Originally, Cylon was home to many swamps and forest. It was covered with lush vegetation and was the perfect spawning and hunting ground of the repilian Cylons. For many long years they enjoyed these grounds and came back again and again to hunt, spawn and relax.

With intelligence, the Cylons also gained the desire to build cities and centres of technology, but while the cities were grand, they were also in tune with their swamps and forests.

Even when the Cylons developed space flight they did not forget their swamps, and many Cylons migrated back to Cylon for their spawning season.

That all changed though when the Cylons died out and became robotic beings. The robots needed more space to build, and without having a need for swamps and spawning grounds, these were the first things to go. Within the space of a couple of yahrens, most of Cylon had been covered in cities, factories and command centres. A decade later, Cylon had been turned into a vast mechanical capital for their budding Empire. Ship yards, factories, command centres, all had their places and there was no space anymore for swamps and forests. At that point in time, if the Cylons could change the weather on their planet, they would have done that as well.

If was only later that they had realised what they had done. When the Cylons took to the stars again to bring order to the galaxy, they came across other races, and some of these races they had to exterminate so that they would not contaminate an ordered society. When they races were destroyed, arts and artefact were saved so that the race itself would not be forgotten over time and all could enjoy the relics of the dead race. It was during the destruction of one of these first races (the Hasaris?) that the imperious Leader of the time had a rare and uncharacteristic introspective thought. If the culture of destroyed races was kept, where was the culture of the original Cylons? And it was then that the shame of the Cylons was known. In their haste to create a shining new culture for themselves, they had managed to wipe out the remnants of the old, and the original Cylons were truly lost forever.

Since then, each imperious Leader has sworn to keep alive the cultures of the races that they destroy.

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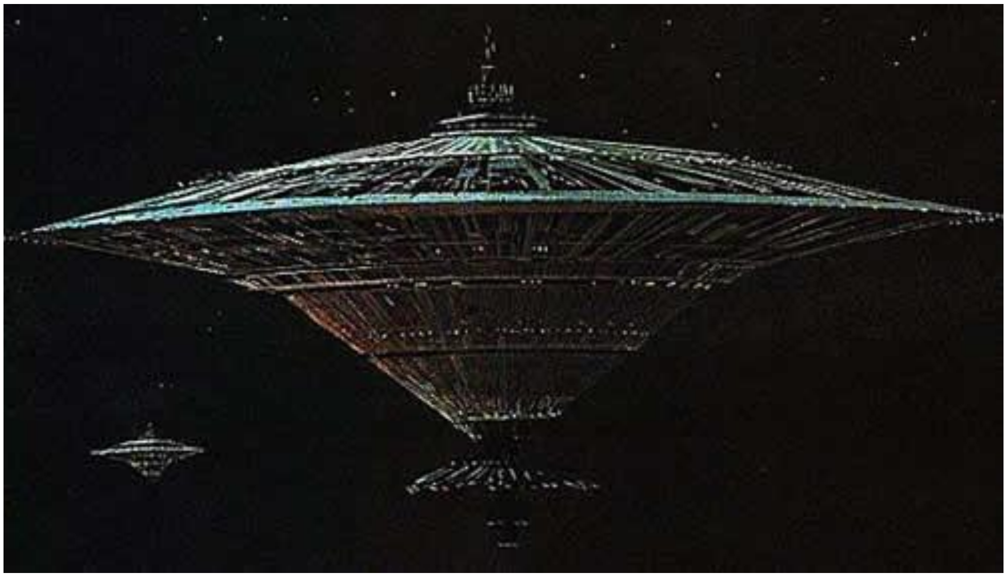
WARSTAR CLASS DREADNOUGHT



Warstar Class Dreadnoughts have no corresponding vessel in the Colonial Fleet, and indeed the idea behind the Dreadnought is abhorrent to the Colonial way of thinking. For the purpose behind the *Warstar* Class Dreadnought is simple - planetary destruction. As such, the ship is packed with missile launchers, able to rain death from orbit, and barracks, able to hold many hundreds of Cylon Centurions and their equipment, ready to transport down to a planets surface and exterminate all life found there.

It is vessels like these that fuel the inhuman, cold, calculating machine remarks that are spread amongst human races.

Luckily, the *Warstar* Class Dreadnoughts have many weaknesses. Being specialised ships they lack much in the way of defence. Their anti-fighter defences are small for a vessel this size, and against another capital ship these ships have to either run or die. Their speed is slow - even when compared to other Cylon vessels - their manoeuvrability is nil, and while they might have lots of missile launchers, against a faster ship these are usually useless. Even their Raider complement is very small, and seems to be used in ground attacks roles only.

As such, when not being actively employed these ships are kept strictly in rear and safe areas. When they are employed, it is only in areas where all active resistance has been quelled, and each Dreadnought *always* has an escort of 2 Baseships. It is this escort which ensures the crafts survival.

One speculated reason for the delay in the Cylon bombing of the Colonial worlds and their landing of troops on the worlds, is that they had to bring up their Dreadnoughts, which they would only do when Colonial Space was free of enemy ships.

Colonials tend to call these ships "Spinning Tops".

*This ship was inspired by the Dreadnought found in the Encyclopaedia Galactica and the conceptual Baseship design. The SSD was designed by me and drawn by **Sean Driscoll**.*

GAME RULES

Dreadnoughts have one large shuttle bay. The bay has one launch tube ([J1.54] which will propel a fighter flight to speed 12 and can launch in any direction) and the equivalent of two standard shuttle hatches (launching and landing from any direction).
The shuttle bay is large enough to accept yachts.
The Dreadbought has a hyperspeed multiplier of x1.25.

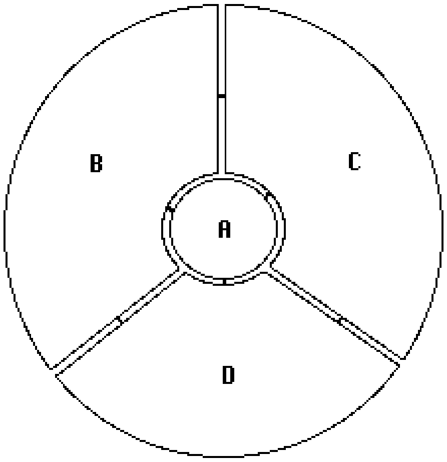
The Baseship may rotate under the variant rules.

This ship may control a number of seeking weapons equal to Double its Sensor rating.

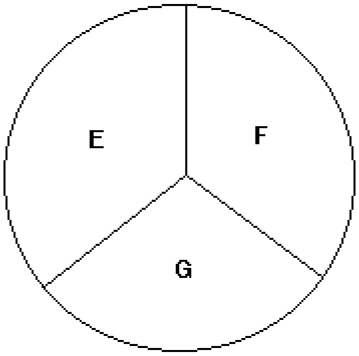
Cylon *Warstar* Class Dreadnought boarding diagram:

The Dreadnought boarding party diagram is handled much like any other diagram. Area B is connected to Area E, Area C is connected to Area F, Area D ia connected to Area D, Areas E,F and G are connected to Area H, and Area H is connected J. Note also that there is **always** a guard in area A.

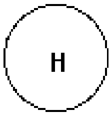
Upper Level



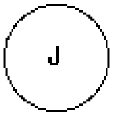
Middle



Lower Level



Lower Level 2



A	B	C	D	E	F	G	H	J
6 Bridge 8 Lab	15 C Hull 6 Fighters 5 Shuttles 5 Barracks 5 Cargo 4 Ph.3	15 C Hull 6 Fighters 5 Shuttles 5 Barracks 5 Cargo 4 Ph.3	15 C Hull 6 Fighters 5 Shuttles 5 Barracks 5 Cargo 4 Ph.3	8 C Hull 10 Warp 5 Barracks 5 Cargo 4 Missiles 4 Ph.3	8 C Hull 10 Warp 5 Barracks 5 Cargo 4 Missiles 4 Ph.3	8 C Hull 10 Warp 5 Barracks 5 Cargo 4 Missiles 4 Ph.3	3 Aux Con 8 APR 5 Barracks 5 Shuttles 1 C Hull	1 Emergancy 6 Battery 5 Barracks 4 Missiles

SSD'S

	GIF file
Warstar Class Dreadnought SSD	30k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	Crew Units	Brdg Parties	BPV	Move Cost	Size Class	Turn Mode	Explos. Str	F&E Cmd	Ftr Flights	Year	Notes
Warstar Class Dreadnought	30	10	182	4.00	2	F	45	4	6	6500	

Annex #7B: Ships able to land on planets

The Dreadnought may not land on a planet via a Powered landings (P2.434).

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Warstar Class Dreadnought	DND	6/0	20	1/0/2	800*	38

* While the Dreadnought is effectively capable of carrying many more drones in storage than is listed here, a vast proportion of the cargo bay is filled with heavy weapons and equipment for the landing troops.

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HADES CLASS BASESHIP

The *Hades* Class Baseship is the pinacle of, and principle vessel of the Cylon fleet and follows a different design philosophy than Colonial Doctrine.
While holding a huge amount of Raider fighters (around 300), they are slow and ponderous. However, their role is not limited to just fighter carrying - they are expected to take, hold and attack enemy ground and ships, and as such they are equipped with an offensive of 2 main pulsar lasers and over a hundred defensive laser batteries, making them more than an equal to a Battlestar.

The *Hades* Class Baseship is a huge ship. Roughly the size of the Colonial Battlestar in diameter, but about twice the height. Like a Battlestar, a Baseship is not just a fighter carrier. As well as these duties, the ship contains command and control facilities to literally make it a base of operations for a fleet, it also has repair facilities for it is Centurions, although it cannot manufacture new Centurions expect in emergencies.

All this though comes at come price, and in this case it is speed. The Cylons seem content to make their ships mobile pill-boxes, and almost every ship in the galaxy can out run one these ships.

The *Hades* Class Baseship would remain in sevice with the Cylon Empire for many yahrens in the future (until at least 7361). It would be continuously upgraded with improvements to the senors, powerplant and engines (although it would remain ponderously slow when compared with other vessels) and would still be a potent force to be reckoned with even when withdrawn from service. Like Raiders, the sheer number of these craft in service with the Cylons would make their withdrawal a very gradual thing.

While the Cylons call these vessels Baseships, they are sometimes referred to as Basestars by Colonial Commanders.

Anatomy of a Baseship.

Variants:

The Cylons used the Standard baseship as their front line ship for many hundreds of yahrens, and never saw a drastic need to replace the ship. However they did find time to modify a few ships for slightly different needs and duties, and these variations on the standard ship are presented below.

The one thing that confused the Colonial forces initially, was that the Cylons seem to make no distinction between the various versions of this ship. To them, they are all Baseships (or Basestars), there are no different classifications like there are for the many Colonial Light Cruiser variants. In fact, like most Cylon ship names, the *Hades* Class name is used for all variants as well.

Bear in mind though, that all these variants are rare (some being rarer than others). The standard Baseship accounts for some 90+% of all Baseships in existence.

Upgunned Baseship

The Upgunned Baseship is probably the most common variant around, and is also the easiest to produce. It simply replaces the mega-pulsar lasers with heavier models, and provides some extremely heavy hard hitting firepower.

Anti-Ship Baseship

It is believed that the Anti-Ship Baseship was a response to the Colonial Gunstar. Like the Gunstar, it is trade-off of certain systems for more pulsar lasers, although unlike the Gunstar, it is fighter complement remains the same. Instead the ship loses almost half of it is anti-fighter batteries, which means that Colonial Viper pilots prefer to go up against this variant than any other, although their ship captains do not share this view.

The added pulsar lasers are spread around the ship, so while it cannot fire all these weapons at one target, it does mean that you can not sneak up behind the ship.

Scout Baseship

One of the more rarer models, the Scout ship adds more electronics to it is sensor arrays, and usually the ship plays a support role in combat, creating confusion amongst enemy forces by it is ability to generate large amounts of ECM. It is not helpless either, having the normal amount of fighters and weapons.
It is believed that this ships intended role is to seek out other solar systems and scan them for life and threats, and in this position it would be at the fore front of any Cylon fleet.

Minelaying Baseship

What the Cylons do not want to waste resources patrolling, they mine. It was long thought that the heavy Raiders were solely responsible for this duty, but it has since been discovered that the Cylons do indeed have a Baseship variant for this duty. Large pods are added to the centre pylon of the baseship, and these contain the mines that the Cylons use to guard areas of space. Not a common variant, but one that the Colonials like to bring down whenever possible.
Unlike Colonial minelayers, these ships may not buy MSL or MSS shuttles, however they may buy Minelayer Heavy Raiders (which have to replace some standard Raiders).

Planetary Bombardment Baseship

The most rare of the Baseship variants, but also one of the most lethal. By removing the mega pulsar lasers, and adding large missile launchers to the sides of the ship, this version has a devastating potential for inflicting massive amounts of collateral damage on surface targets.
Which is also the reason why this is a rare version, because the standard Raider, while being the Cylon Premier attack fighter, is also the Cylon Premier ground attack ship. However if a target needs to be knocked out completely, then there is no better way of doing it. It is not known whether any of these ships were employed in the destruction of the 2 Colonies.

While being a ground attack ship, the drones that the ship fires can be employed in a limited anti-ship role. While not as damaging as the Colonial Missiles, the ship can fire and control many more than it is Colonial counterpart (the Battlestar Pegasus) still making it a threat to all but the heaviest ships, and with the large amount of Raiders stationed on the ship, enemy Vipers have the choice of attacking the drones or being wiped out by the fighters.

See the new weapons page for how Cylon Missiles work.

Troop Transport Baseship

When one of these vessels is spotted, it means trouble for some ground unit somewhere, for these distinctive vessels can carry upwards of some 1200 Cylon Centurions equipped ready for war. For these vessels are the troop transports of the Cylon fleet, they shift ground forces from one quadrant to another, along with their equipment and Raider support fleet.

They are very easy to spot, for unlike other Baseships, these have no thin centre line, instead it is greatly widened to allow for the barracks of troops along the centre core. The ship does not carry extra shuttles for allow for the rapid deployment of it is troops, but this is balanced by the fact that all Baseships can physically land on planets, and this alone is worth a lot when it comes to breaking the morale of enemy troops.
Equipped with the usual amount of turbo laser batteries, mega pulsars and Raider fighters, like all Baseships it is merely another terrible foe.

Cargo Baseship

The Cylons recognised a need for a powerful ship to carry important cargo when the Colonials started attacking their rear supply lines. Tankers were not really designed for combat, and even though they can carry Raider fighters, against Colonial Vipers, these never stood a chance. So, using normal Cylon ingenuity, they modified some Baseships to act as cargo carriers. Combining powerful weaponry with a vast cargo bay, these ships became very valuable for carrying important supplies and fuel to critical areas.
[In game terms, use the troop transport SSD, but convert all Barracks to cargo. Cargo may be fuel if the scenario calls for it.]

*All SSD's created by **Greg Ellis** and myself, drawn by **Sean Driscoll**.*

GAME RULES

Baseships have one large shuttle bay. The bay has two launch tubes ([J1.54] which will propel a fighter flight to speed 12 and can launch in any direction) and the equivalent of a standard shuttle hatch (launching and landing from any direction). The shuttle bay is large enough to accept yachts.
The Baseship has a hyperspeed multiplier of x1.

The Baseship may rotate under the variant rules.

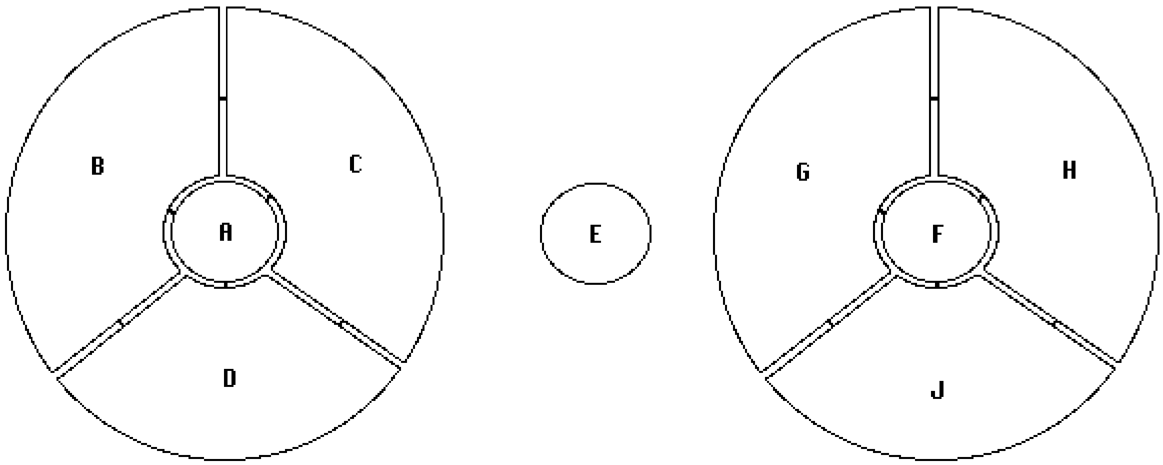
Cylon *Hades* Class Baseship boarding diagram:

The Cylon Baseship is handled exactly like a normal vessel, but to account for it is unique shape and internal passageway, it is divided into three levels. Each level is treated just like a normal ship, and transfer through the levels is done via areas A, E and F. It is assumed that there is one passageway between A and E, and E and F. Note also that there is **always** a guard in area F.
Finally just a word of caution: the boarding diagram does not accurately represent the SSD, but is more faithful to what I have managed to pick up from the series.

Upper Level

Middle

Lower Level



A	**B**	**C**	**D**	**E**	**F**	**G**	**H**	**J**
4 Ph.1 4 Ph.3 (FA) 2 Aux Con	10 C.Hull 9 Fighters 4 Warp 4 Ph.3 (LF) 8 Cargo	10 C.Hull 9 Fighters 4 Warp 4 Ph.3 (RF) 8 Cargo	10 C.Hull 9 Fighters 4 Warp 4 Ph.3 (F) 4 Shuttles	4 Ph.3 (L) 4 Ph.3 (R) 1 Emer	4 Ph.3 (RA) 4 Bridge 2 Flag	10 C.Hull 9 Fighters 4 Warp 4 Ph.3 (LR) 8 Lab	10 C.Hull 9 Fighters 4 Warp 4 Ph.3 (RR) 8 APR	10 C.Hull 9 Fighters 4 Warp 4 Ph.3 (R) 8 Battery

Upgunned Baseship: Replace 4 Ph.1's in area A with 2 Ph.4's
Anti-Ship Baseship: Remove all Ph.3's from areas A,E and F. Add 4 Ph.1's to area E. Remove all cargo, and replace with 8 APR (area B) and 8 Battery (area C)
Scout Baseship: Remove the Flag from area F and replace with 2 Scout Sensors
Minelayer Baseship: Replace cargo in area B with 8 Mines
Planetary Bombardment Baseship: Add 6 drones to area E, and three to areas B and C. Reduce cargo in areas B and C to four boxes each
Troop Transport: The Troop carrier addes three new areas around area E and on that level - areas K, L and M. These areas just add 8 barracks each.

SSD'S

	GIF file
Standard *Hades* Class Baseship SSD	32k
Upgunned *Hades* Class Baseship SSD	32k
Anti-Ship *Hades* Class Baseship SSD	32k
Scout *Hades* Class Baseship SSD	32k
Minelaying *Hades* Class Baseship SSD	32k
Planetary Bombardment *Hades* Class Baseship SSD	32k
Troop Transport *Hades* Class Baseship SSD	32k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Standard *Hades* Class Baseship	30	10	143	3.00	2	F	40	6	18	6600	
Upgunned *Hades* Class Baseship	30	10	147	3.00	2	F	40	6	18	6600	
Anti-Ship *Hades* Class Baseship	30	10	152	3.00	2	F	40	6	18	6600	
Scout *Hades* Class Baseship	30	10	146	3.00	2	F	40	4	18	6600	
Minelayer *Hades* Class Baseship	30	10	159	3.00	2	F	40	6	18	6600	MW, MS
Planetary Bombardment *Hades* Class Baseship	30	10	173	3.00	2	F	40	6	18	6600	
Troop Transport *Hades* Class Baseship	30	10+	147	3.00	2	F	40	6	18	6600	T

Annex #7B: Ships able to land on planets

Baseships may land on a planet via a Powered landings (P2.434).

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Baseships	SCS	18/0	4	2/0/2	-	54
Planetary Bombardment *Hades* Class Baseship	SCS	18/0	4	2/0/2	800	54

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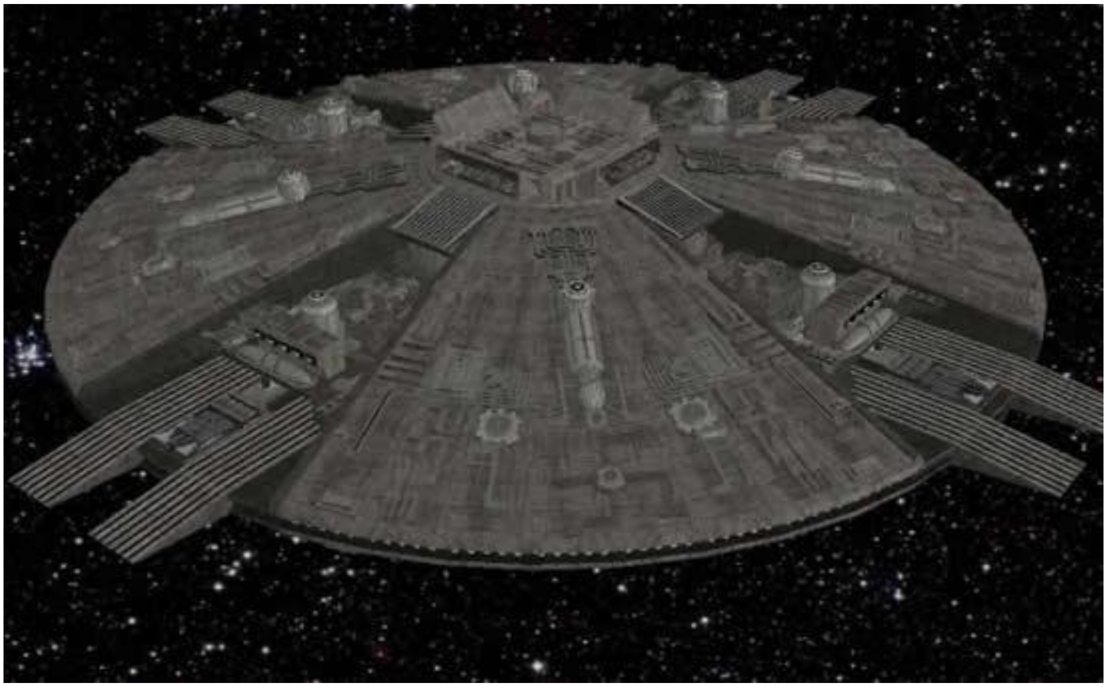
LETHE CLASS HALFSHIP



Whilst the Cylons liked to throw Baseships at all their opponents, sometimes it just was not feasible or possible. Building a Baseship consumes a large amount of resources, and in times of great combat or exploration, resources can get scarce and Baseships tend to get produced at a much slower rate.

As a result of this, the Cylons constructed what was dubbed the *Lethe* Class Halfship. To the Cylons, it was termed just another Baseship - as they liked to call all their ships - and construction was literally just half a Baseship. Half the engine capacity, half the fighter bays, half the crew. One slight twist though was that the weaponry was not exactly halved - the defensive laser batteries were reduced while the heavier pulsar lasers were actually increased.

Whilst available in some numbers, the *Lethe* Class Halfship was generally delegated to rear end duties in non-hostile zones.

*The Halfship was designed by **Thomas Robson**, drawn by **Steve Wilson**, SSD drawn by **Sean Driscoll**.*

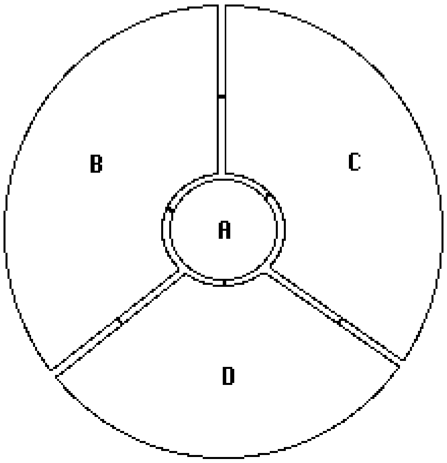
GAME RULES

Halfships have one large shuttle bay. The bay has two launch tubes ([J1.54] which will propel a fighter flight to speed 12 and can launch in any direction) and the equivalent of a standard shuttle hatch (launching and landing from any direction).
The shuttle bay is large enough to accept yachts.
The Halfship has a hyperspeed multiplier of x1.

The Halfship may rotate under the variant rules.

Cylon *Lethe* Class Halfship boarding diagram:

There is **always** a guard in area A.



A	**B**	**C**	**D**
2 Bridge	10 C.Hull	10 C.Hull	10 C.Hull
1 Aux	9 Fighters	9 Fighters	9 Fighters
1 Flag	6 Warp	6 Warp	6 Warp
1 Emer	4 Ph.3	4 Ph.3	4 Ph.3
2 Shuttles	2 Ph.1	2 Ph.1	2 Ph.1
	8 APR	8 Battery	4 Lab

SSD'S

	GIF file
Lethe Class Halfship SSD	25k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Lethe Class Half Ship	15	6	76	1.50	3	F	25	4	9	6600	

Annex #7B: Ships able to land on planets

This ship may land on a planet via Powered landings (P2.434).

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Lethe Class Halfship	CA	9/0	9	2/0/1	-	27

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STYX CLASS EARLY BASESHIP

Whatever experience the Cylons had with space travel and combat, they used to great effect with the construction of their first Baseships - the *Styx* Class.
Large and slow, but still carrying a huge amount of Raiders and an equally impressive offensive and defensive, it is easy to see how the Colonial Heavy Carriers of the time had trouble.

In fact, the design was so successful, that the modern *Hades* Class Baseship is simply an outgrowth of the early one, albeit bigger and carrying more weapons and fighters. One of the main differences between the old and the new Baseships is the amount of fighter launch bays - the old style Baseship has 4 whilst the new style has 5.

*The Early Basestar was drawn by **Steve Wilson**. The SSD was designed by me and drawn by **Sean Driscoll**.*

GAME RULES

Baseships have one large shuttle bay. The bay has two launch tubes ([J1.54] which will propel a fighter flight to speed 12 and can launch in any direction) and the equivalent of a standard shuttle hatch (launching and landing from any direction).
The shuttle bay is large enough to accept yachts.
The Baseship has a hyperspeed multiplier of x1.5.

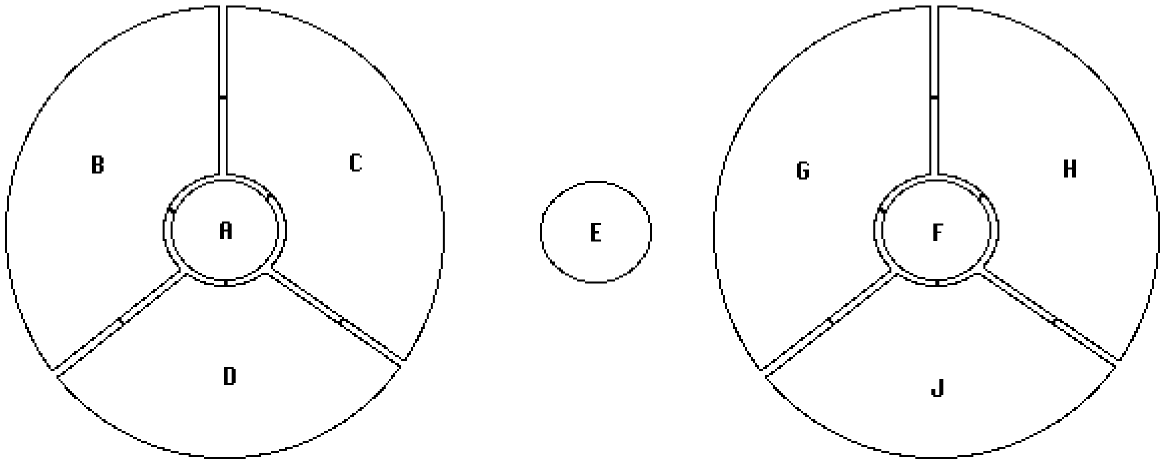
This is an Early Years ship.

The Early Baseship may rotate under the variant rules.

Cylon *Styx* Class Baseship boarding diagram:

The Cylon Baseship is handled exactly like a normal vessel, but to account for it is unique shape and internal passageway, it is divided into three levels. Each level is treated just like a normal ship, and transfer through the levels is done via areas A, E and F. It is assumed that there is one passageway between A and E, and E and F. Note also that there is **always** a guard in area F.
Finally just a word of caution: the boarding diagram does not accurately represent the SSD, but is more faithful to what I have managed to pick up from the series.

Upper Level **Middle** **Lower Level**



A	**B**	**C**	**D**	**E**	**F**	**G**	**H**	**J**
1 Ph.1 3Ph.3 (FA) 2 Aux	7 C.Hull 6 Fighters 4 Warp 3 Ph.3 (LF) 4 Cargo	7 C.Hull 6 Fighters 4 Warp 3 Ph.3 (RF) 4 Cargo	7 C.Hull 6 Fighters 4 Warp 3 Ph.3 (F) 4 Shuttles	3 Ph.3 (L) 3 Ph.3 (R) 1 Emer	3 Ph.3 (RA) 3 Bridge 1 Ph.1	7 C.Hull 6 Fighters 4 Warp 3 Ph.3 (LR) 6 APR	6 C.Hull 6 Fighters 4 Warp 3 Ph.3 (RR) 6 Lab	6 C.Hull 6 Fighters 4 Warp 3 Ph.3 (R) 6 Battery

SSD'S

	GIF file
Styx Class Early Baseship SSD	27k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Styx Class Early Baseship	25	8	80	3.00	2	F	30	4	12	6100	

Annex #7B: Ships able to land on planets

This ship may land on a planet via Powered landings (P2.434).

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**

Styx Class Early Baseship	YSCS	12/0	4	2/0/2	-	40*

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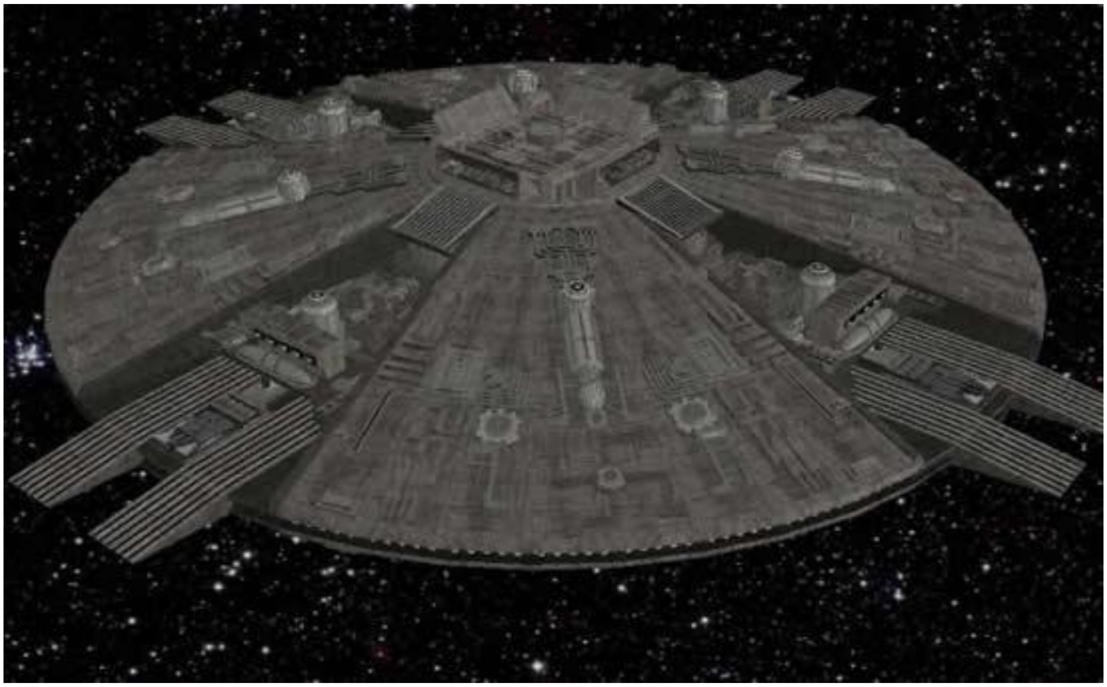
FENRIR CLASS ATTACKSTAR



While the Basestar is an impressive warship, even the Cylon's realized that it was not always practical to use such a large vessel for all purposes. To meet this requirement, they designed and produced the *Fenrir* Class Attack Star.

Similiar in physical design to the Halfship, the Attack Star is actually a custom designed ship built for strikes into hostile space. As a result, it is faster and more manourvrable than a Baseship, but smaller, mounting less heavier weaponry, although it still carries more defensive weaponry than the Halfship.

The Attack Star was designed by ***Terry Ollila****, drawn by* ***Steve Wilson*** *and SSD design by me and drawn by* ***Sean Driscoll****.*

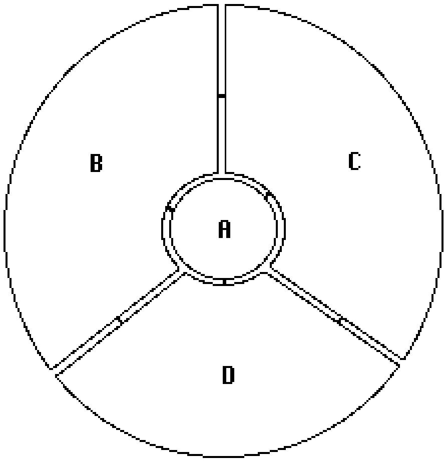
GAME RULES

Attack Stars have one large shuttle bay. The bay has two launch tubes ([J1.54] which will propel a fighter flight to speed 12 and can launch in any direction) and the equivalent of a standard shuttle hatch (launching and landing from any direction).
The shuttle bay is large enough to accept yachts.
The Attack Star has a hyperspeed multiplier of x1.

The Attack Star may rotate under the variant rules.

Cylon *Fenrir* Class Attack Star boarding diagram:

There is **always** a guard in area A.



A	B	C	D
3 Bridge	10 C.Hull	10 C.Hull	10 C.Hull
1 Aux	9 Fighters	9 Fighters	9 Fighters
1 Emer	7 Warp	7 Warp	7 Warp
4 Ph.3	4 Ph.3	4 Ph.3	4 Ph.3
2 Shuttles	1 Ph.1	1 Ph.1	4 Lab
	6 APR	6 Battery	

SSD'S

	GIF file
Fenrir Class Attack Star SSD	25k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	Crew Units	Brdg Parties	BPV	Move Cost	Size Class	Turn Mode	Explos. Str	F&E Cmd	Ftr Flights	Year	Notes
Fenrir Class Attack Star	15	6	80	1.50	3	D	25	4	9	6700	

Annex #7B: Ships able to land on planets

This ship may land on a planet via Powered landings (P2.434).

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	Type	Ftrs	Admin	Bays	Store	DC

Fenrir Class Attack Star	CA	9/0	2		2/0/1	-	27

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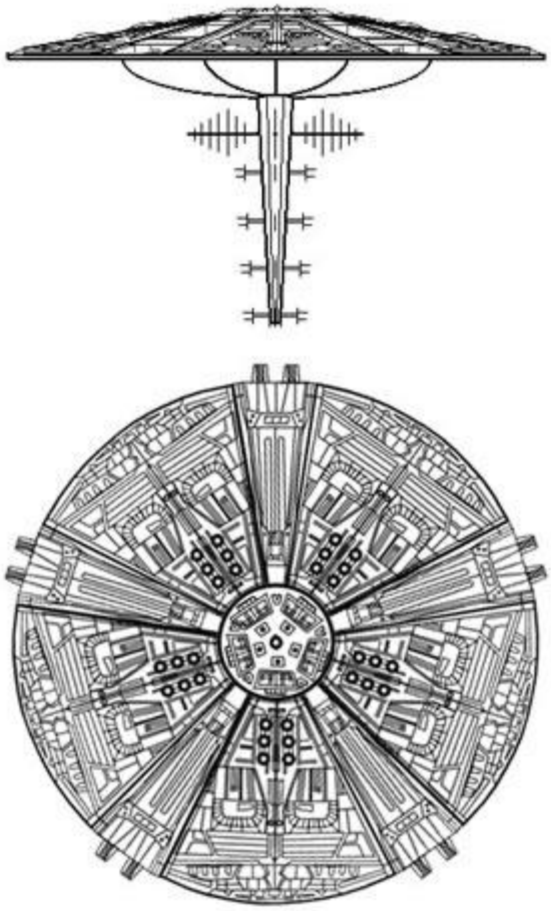
PROTEUS CLASS PATROLSTAR



The Cylons always attacked in greater numbers than the Colonials, and this was usually the reason they enjoyed so much success in their assaults. The Colonials therefore had to find other methods of defeating their enemy, for while they could field some impressive ships, they were never in the same number as their opponents. One such advantage that they usually enjoyed was in the field of electronic warfare. And after several engagements where the Colonials soundly defeated the Cylons because the humans were able to fool the sensor capabilities of a Baseship, they decided this had gone for long enough and created the *Proteus* Class Patrol Star to counter this advantage.

Unlike most Cylon vessels, the *Proteus* Class Patrol Star is not intended for frontline service, and as a result carries only a quarter the fighters of a normal Baseship, and almost no weaponry save a few defensive weapons. It is also faster than most ships the Cylons developed. it is real field is it is sensor abilities though. Having twice the sensor capacity of a normal Baseship, it is a very able ship for detection and scouting, and has a very strong EW ability of it is own, very handy to counter the Colonials.

As a result, the *Proteus* Class Patrolstar sits on the edge of a battle providing long range sensor reading and EW support to the Cylon fleet, relying on others for it is defence. Having a very distinctive appearance, it is always a target for others.

*The Patrol Star was drawn and designed by **Terry Ollila** and SSD'ed by me.*

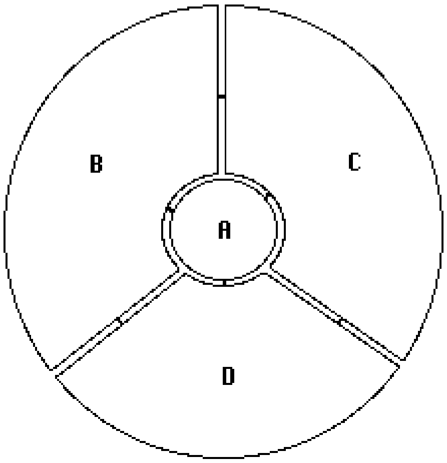
GAME RULES

Patrol Stars have one large shuttle bay. The bay has two launch tubes ([J1.54] which will propel a fighter flight to speed 12 and can launch in any direction) and the equivalent of a standard shuttle hatch (launching and landing from any direction).
The shuttle bay is large enough to accept yachts.
The Patrol Star has a hyperspeed multiplier of x1.

The Patrol Star may rotate under the variant rules.

Cylon *Proteus* Class Patrol Star boarding diagram:

There is **always** a guard in area A.



A	**B**	**C**	**D**
3 Bridge	10 C.Hull	10 C.Hull	10 C.Hull
1 Aux	2 Fighters	2 Fighters	1 Fighters
1 Emer	4 Lab	4 Lab	8 Warp
4 Sensors	8 Warp	8 Warp	4 Ph.3
2 Shuttles	4 Ph.3	4 Ph.3	4 Cargo
	8 APR	6 Battery	

SSD'S

	GIF file
Proteus Class Patrol Star SSD	20k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Proteus Class Patrol Star	12	6	88	1.50	3	D	20	4	5	6800	SC

Annex #7B: Ships able to land on planets

This ship may not land on a planet but may enter the atmosphere of a planet.

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Proteus Class Patrol Star	CAS	5/0	2	2/0/1	-	15

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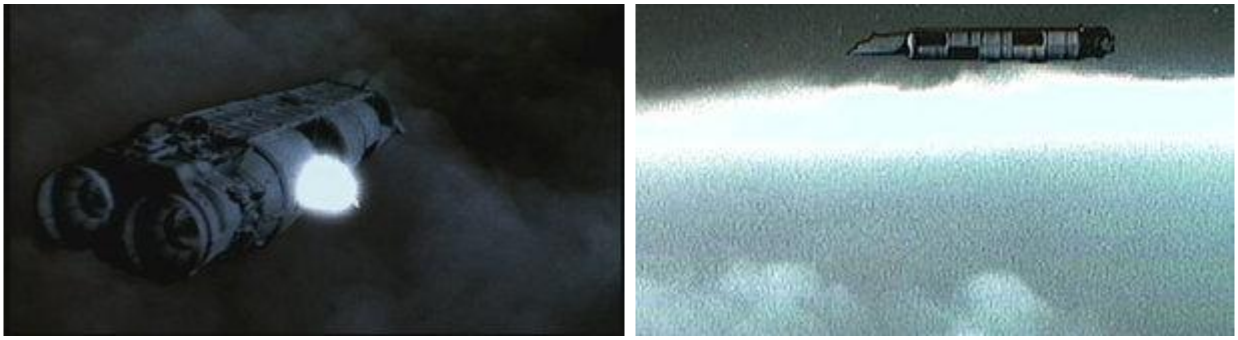
CYLON CLASS TANKER



The *Cylon* Class Tanker is one constant with the Cylons, regardless of what they do, and how they progress, they need fuel, for their ships, and ultimately for themselves one supposes.
As such, they have two types of the tanker that they use - the armed and unarmed types, and many variants.

Regardless of which version they use, the *Cylon* Class tanker itself is a woefully unremarkable ship, having either none or very little in the way of defensive weaponry, and the only redeeming feature is that the tanker itself actually carries a flight of Raider fighters with which to defend itself against small aggressors, such as pirates.

They are, and have always been, prime targets for Colonial forces who seek to destroy them at any opportunity given, although with the destruction of the Colonies the objective has been to capture them for the fuel they hold.

Variants:

The Cylons do use several variants of the versatile tanker craft.

Cargo Carrier

This is an externally similar variant to the tanker, but instead of carrying liquid stores, it carries solid materials.

Fighter-less

This version of the tanker simply removes the fighter flight. In its place, the ship carries more fuel.

Fighter Carrier

A rare variant of the tanker, this model sacrifices most of its cargo carrying ability to be able to carry more fighters. Sometimes used as a long-range strike carry as the fuel carried allows for a much-extended range for the tanker and the Raiders carried. It is recognisable from the basic model in that the cargo section is much smaller and the shuttle bay much larger. It is always armed.

Power Ship

Another rare ship, the power ship is a tanker variant which strips out all the fuel capacity of the ship and replaces it with heavy duty power generators and the means to beam this power to other ships. The Cylons have little use for such a ship as their capital ships can generally generate all the power that they and their ambush screens need, but sometimes these ships can be found escorting small convoys of ships which do not have the ability to generate ambush fields. For some reason, these ships are almost never armed, relying on their fighters for protection.

Q-Tanker

A rare variant is the Q-Tanker. To all appearances, the Q-tanker appears like an ordinary tanker, but its job is not to carry cargo. Instead, this variant carries additional fighters and weaponary. It acts like a normal tanker, and sometimes travels with a tanker convoy, but when it is attacked, the ship suddenly sprouts additional gun turrets and additional fighters and gets into the thick of things. As stated, the Q-tanker is quite a rare ship, generally because tanker convoys are usually escorted by heavy capital ships and thus have no need of extra firepower, but they are sometimes seen on the edges of Cylon space as tempting targets for small groups of fighters or pirates.

SSD's designed and drawn by me.

GAME RULES

Tankers have one shuttle bay. The bay has one launch tube [J1.54] which will propel a fighter flight to speed 12 and will launch in direction 1) and the equivalent of a standard shuttle hatch (launching and landing from any direction).
The shuttle bay is not large enough to accept yachts.
Tankers have a hyperspeed multiplier of x1.

Cylon *Cylon* Class Tanker boarding diagram:

Tankers should be represented by the normal Small Freighter Boarding Diagram.

	A	B	C
Tanker:	1 Bridge 6 C.Hull 3 Fighters 2 Shuttles	15 Fuel	10 Fuel 6 Warp
*The **Armed Tanker** adds two Ph.3 to Area A, and 1 APR to Area C.*			
Fighter Carrier:	1 Bridge 1 Aux Con 6 C.Hull 2 Shuttles	9 Fighters	12 Fuel 6 Warp
Q-Tanker	2 Bridge 6 C.Hull 2 Ph.1	2 Shuttles 4 APR 2 Battery 4 Ph.3	6 Fighters 8 Warp

SSD'S

	GIF file
Cylon Class Tanker SSD	12k
Cylon Class Fighter-less Tanker SSD	12k

Cylon Class Fighter Carrier SSD	12k
Cylon Class Power Ship SSD	12k
Cylon Class Q-Tanker SSD	12k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
TKR Tanker	2	0	18	0.50	4	C	5	0	1		
TKR Armed Tanker	2	0	20	0.50	4	C	5	0	1		
TKR Fighter-less Tanker	2	0	17	0.50	4	C	5	0	0		
TKR Fighter-less Armed Tanker	2	0	19	0.50	4	C	5	0	0		
TKV Fighter Carrier	2	1	22	0.50	4	C	5	0	3		
TKP Power Ship	2	1	36	0.50	4	C	5	0	1		PS
TKR-Q Q-Tanker	4	2	28	0.50	4	C	5	0	2		

Annex #7B: Ships able to land on planets

These ships may land on a planet via Powered landings (P2.434).

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Tanker	TKR	1/0	2	1/0/1	-	3
Fighter-less Tanker	TKR	0/0	2	0/0/1	-	0
Fighter Carrier	TKV	3/0	2	1/0/1	-	9
Q-Tanker	TKR-Q	2/0	2	1/0/1	-	6

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HEAVY RAIDERS

The Cylons tend to concentrate on two types of craft - large motherships (like their Basehip) or small fighters, with not much inbetween. However, the Cylons do know that it is wasteful to send large Baseships to do the work that a smaller craft could do, and as a result, they have created larger versions of their Raider Fighter craft. In Colonial terms, these ships occupy the same role as their patrol and gunboats.

Being based on the Raider, all these ships look alike, and it is very hard for Colonial Warbooks to identify what variant fighter might be closing until it is very close. The Warbook will successfully identify the fact that a Heavy Raider is coming into battle though, giving the opposing pilot time to decide whether to hit their turbos and leave, or whether to engage or not.

Being much larger than the standard Raider, these craft can carry a lot more in the way of weaponry and defensive armour. As such, they are harder to kill and can inflict serious damage on Colonial capital ships. However, they share the same features and disadvantages of the Raider - namely they are slow, sluggish craft, but powerful at the same time.

There are three main types of Heavy Raider:

Heavy Raider

The Heavy Raider is the premier anti-ship heavy fighter. Why it was developed is unclear as it is fulfils the same role as typical Raiders, takes the place of several Raiders on a Baseship, and is also a moving target if Colonial fighters are present. Still, against unsuspecting vessels, the additional firepower that these Raiders can put out can be quite lethal.

Minelayer

The Minelayer deals with the rest of the missions devoted to the Raiders. That of minelaying. This is because Cylons tend to mine what they do not want others to get, or what they consider unimportant to patrol.

Scout Raider

The Scout Raider is designed for long range recon deep into enemy territory. The Cylons piloting these are unusually suicidal even compared to normal Cylons. Their job is to get information, and as long as the information is gained and sent back to the rest of the fleet, their lives are unimportant.

***Ringlord* Class Heavy Raider**

The *Ringlord* is a special type of heavy Raider who's main duty is not to attack, but to defend. The ship does this by containing enough power systems to be able to generate a limited strength and size ambush field. A typical tactic is for the *Ringlord* to create the ambush field and then for several flights of Raiders to hide within the field. In this way, attacks against Colonial forces can be set up quickly and easily. In some cases, the *Ringlord* will remain hidden and thus survivors of the ambush can then retreat and hide inside the ambush field.

SSD's

	GIF file
Heavy Raiders SSD	30k

ANNEX EXTRACTS

Master Fighter Chart Extract:

Type	Speed	Weapons	Damage	BPV	DFR	Year	Notes
Heavy Raider *	16	2x P2 -	14	7	1§	6400	

		FA 1x P3 - RA					
Minelayer *	15	2x P3 - FA	18	8+	1§	6400	Minelayer & Sweeper (R1.F5 & F6)
Scout Raider *	18	2x P3 - FA 1x P3 - RA	14	6	1§	6400	Scout Sensor
Ringlord Raider *	16	2x P3 - 360°	12	10	1§	7000	

Ringlord Heavy Raider: The *Ringlord* is able to generate an Ambush field. This is of field strength 1 and has a maximum radius of 1 megahex (7 hexes) centred on the *Ringlord* itself. The *Ringlord* contains internal APR to keep this field up indefinitely. If the *Ringlord* is crippled, then the ability to generate the ambush field is lost.

In addition to being able to generate the ambush field, the *Ringlord* is treated as a Heavy Scout Raider for purposes of detecting ambush and camouflage fields only.

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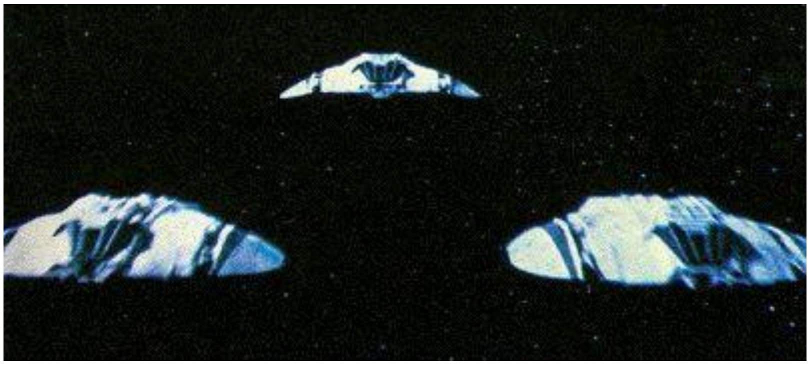
CYLON RAIDERS



The standard Cylon fighter, and not a particularly impressive vessel either. It is a three Cylon craft - the standard joke being that it takes one to turn left, one to turn right, and one to fly straight ahead - two being pilot and gunner, and the other who sits at the back is the commander.

It is armed with two turbo lasers which are capable of destroying Vipers with ease. However this does not make up for the fact that the craft is slow (for a fighter), and the Cylons are not the greatest pilots in the world.

Raiders can be outfitted with laser particle torpedoes and pluton bombs for ground assault.

Ghost Fighters or Destroyer Shell-Fighters

Cylons sometimes make up for their crafts lesser abilities by stripping the craft of all weapons, installing a large amount of solenite explosive, and turning the whole thing into a controlled warhead. Called Destroyer Shell-Fighters by the Cylons, or just Ghost fighters by the Colonials, these are usually employed as additional targets (to allow manned raiders into a Colonial battlefleet), or as remotely piloted warheads being flown towards capital ships and doing a large amount of damage. Whilst they can be piloted against smaller craft, they are usually not agile enough to hit fighters.

ANNEX EXTRACTS

Master Fighter Chart Extract:

Type	Speed	Weapons	Damage	BPV	DFR	Year	Notes
Raider	16	Special	3	2	2§	7000	
Ghost Fighter	16	None	3	1	1§	7000	

Ghost Fighter rules can be found here.

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WRAITH RAIDER

The *Wraith* class Raider is a new and late model fighter employed by the Cylon Empire, and is their version of the versatile Colonial *Asp* Recon Viper. In fact, the *Wraith* fufills almost exactly the same role within the Cylon Fleet.

However, the *Wraith* is built along Cylon military doctrine and thus follows some slightly different paths than the Colonial *Asp*. For a start, the *Wraith* is armed with normal pulsar turbolasers and thus can be intergrated into a normal fighter flight with no loss in firepower, something that is not lost on the Cylons. Secondly the craft is almost identical in size, shape and performance as normal Cylon Raider, with all the advantages and disadvantages that this gives. For most normal Colonial pilots, this means that the craft is quite easy to shoot down. However, the *Wraith* does have a fourth crew Cylon installed within the small cockpit. This Cylon operates the special electronic detection equipment installed on the craft.

Wraiths are not employed on a regular basis to standard ships like the Colonial *Asp*. Instead, they are issued as needed which means that they are not as widespread as the Cylons would like, and indeed, many important battles can (and will) be fought without their assistant.

ANNEX EXTRACTS

Master Fighter Chart Extract:

Type	Speed	Weapons	Damage	BPV	DFR	Year	Notes
Wraith Raider	16	Special	4	5	2§	7196	Scout Sensor

The *Wraith* follows all normal Colonial *Asp* rules with an obvious difference in performance. The scout channel will be blinded if the craft uses its weapons.
A Cylon craft may substitute Raiders for *Wraiths* on a 1:1 basis, with a maximum of 1 *Wraith* per fighter flight.
Wraiths may not be used as Ghost Fighters or Death Squads.

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FOXBAT RAIDER

Gamer's Hell

The *Foxbat* Raider (Colonial Nickname, the Cylons refer to it simply as a Raider) is the newest fighter in the Cylon arsenal. It is faster, better armed and more manoeuvrable than the standard Raider (although that is not generally hard to achieve) and much more of a match for a standard Colonial Viper. In fact, in a one-on-one battle, the Viper only beats the *Foxbat* in speed when it is using full thrusters. Otherwise the Foxbat is pretty much just an upgraded Raider. It still requires a three Cylon crew.

Prototype models were equipped with four light turbo lasers, but these were replaced with two larger turbo lasers for increased hitting power.

However, despite the *Foxbat* having entered production at least five yahrens around (7337), it is still a relatively uncommon sight on the battlefield - much to the relief of the Colonial forces. This is due to many reasons. One is the methodical way in which the Cylons upgrade their fleet. New fighters and equipment get given to the imperious Leader first, and then the core systems and slowly spiralling out until the fringe systems are finally upgraded. With the conflict with the Colonials on the outer fringes, *Foxbats* have taken their time to get there.

Another reason is the sheer number of Cylon Raiders in service. With each Baseship carrying around three hundred, and with nearly all outposts and other craft equipped with them, there are an awful lot to replace. Coupled with the fact that the Cylons adhere waste and thus not wanting to replace perfectly good Raiders with the newer *Foxbat* until they have to, experts predict that the *Foxbat* will not have fully replaced the current Raider until at least twenty yahrens, if then, by which time, the Cylons will have designed the next generation Raider to replace it.

ANNEX EXTRACTS

Master Fighter Chart Extract:

Type	**Speed**	**Weapons**	**Damage**	**BPV**	**DFR**	**Year**	**Notes**
Foxbat Raider	18	Special	3	2.5	3§	7337	Gets a -1 to all attack

rolls in the front arc

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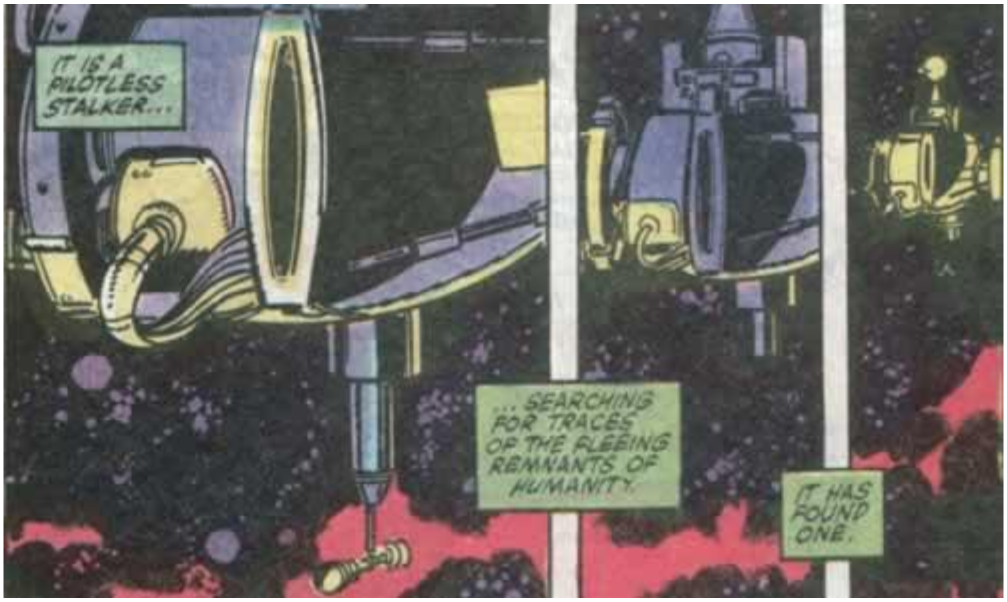
STALKER REMOTE PROBE


IT IS A PILOTLESS STALKER...
...SEARCHING FOR TRACES OF THE FLEEING REMNANTS OF HUMANITY.
IT HAS FOUND ONE.

Space is big, and as powerful as the Cylon Empire is, if someone wants to hide, then it is generally quite easy for them to do so. There are not enough Raiders - let alone Baseships - to adequately patrol what space the Empire has, without committing forces to search for someone that does not want to be found.

Thus the Cylon Empire has come up with an alternative to sending patrol ships everywhere in the galaxy. They came up with the *Stalker* Remote Probe.

The *Stalker* is an oversized fighter sized craft, fully robotic in nature. It is equipped with powerful engines (including hyperspeed engines) and a full array of sensors designed to help it in its task of patrolling and searching. The robotic brain is powerful (much better than a standard Silver Centurion brain) can be programmed with a wide range of search parameters. When these parameters are found, the *Stalker* then communicates its findings with the nearest Cylon ship, which then taps into the Information Network and sends this information on to those who need to know. The *Stalker* itself is not designed for combat (having only a single turbolaser turret for defence) and in a situation where combat seems likely, will choose flight over fight. In extreme cases, or if the ship was about to be captured, the *Stalker* will employ a self-destruct option which will automatically be activated. Since their inception, not one has been captured by Colonial forces.

Being fairly limited in nature, the Cylons have managed to build hundreds, if not thousands of these vessels, and they can be encountered everywhere, in all parts of space searching for new civilisations, threats or Colonial Fleets.

In game terms, the *Stalker* has only very limited value as a unit. However, scenarios could be built around a *Stalker* having to return to base with valuable information about Colonial Fleets. The Colonials could be trying to shoot the machine down, while the Cylons would be trying to defend the craft from such an attack. Terrain, such as asteroids, would make the engagement all the more interesting.

The Stalker was discovered from the Marvel Comics, number 23 and is used without permission.

ANNEX EXTRACTS

Master Fighter Chart Extract:

Type	**Speed**	**Weapons**	**Damage**	**BPV**	**DFR**	**Year**	**Notes**
Stalker Remote Probe	18	1x P3 - 360°	10	5	3§	7100	Scout Sensor

A *Stalker* is treated as being a Cylon Large Fighter. The *Stalker* is crippled when it is reduced to 3 points of damage. When crippled, the craft loses its ECM, scout sensor, hyperspeed engines and any special equipment (like an Ambush field).
The ship has 3 points of ECM, which is always active.
The vessel is equipped with a very limited scout sensor. This may be used for detecting ambush and camouflage fields and for determining tactical intelligence only. It may not be used to generate EW points at all. Treat the *Stalker* as a *Wraith* Raider for all scout rules, with the exception that for (D17.0) Tactical Intelligence, the *Stalker* is treated as being a Ship.
Some *Stalkers* are able to generate a 1 hex, strength 1 Ambush field. This increases the cost of the *Stalker* to BPV 9. A *Stalker* is not allowed to create the field during a scenario, but it might be up when the scenario starts. A *Stalker* has the power to keep this field up indefinitely.
If the *Stalker* is crippled and looks like it might be captured (a Colonial Ship ends up in the same hex as the crippled *Stalker*), then it will self-destruct. This is automatic and outside any players control. The explosion strength is 2 points.

The *Stalker* has a hyperspeed multiplier of x1.

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ASTEROID SHIPS

During the middle stages of the Thousand Yahren War, the Colonials were at last defending their space adequately enough that the Cylons had to seriously slow their advance, and then halt it.

During this lull, the Cylons studied the humans, and then attempted to copy their ingenuity. One such attempt was the Asteroid Ship.

The Cylons would find a suitable asteroid, capable of holding a bases worth of equipment and Raiders, and then mine it out, insert drives and weapons and then launch the asteroid towards the Colonial lines. Initially these worked with great success. While the compliment of Raiders and weapons was less than a typical Baseship, if the ship wanted to remain hidden it could, after all, rogue asteroids were everywhere. And if the system already had an asteroid belt, then there was almost no chance of the ship being spotted. The asteroid itself provided a solid chunk of armour that took an awful lot of beating down, and while the gravatic engines provided less power than was needed, resulting in a slow speed for the asteroid, it actually provided the asteroid with manoeuvrability than a comparable baseship, something that was off great benefit as the ships weapons were on a much more limited arc due to the need to keep deception to a maximum.

What stopped the ships from in widespread use though, was that once it was realised that the asteroid ships were not just one off's, ways were determined to spot them. The chief one was actually to scan asteroids for di-ethene. Cylon laser weapons work a different way than Colonial ones, and one of the by-products of Cylon laser usage is artifical gas di-ethene, which is *only* found as a by-product of Cylon laser usuage. As a result, an asteroid ship that had been in combat was incredibly difficult to hide until it had had a chance to disperse this cloud.

Early Cylon piloting of these vessels was also a dead give away as they manouevred them in ways that no normal asteroid could do. With time and practise though, this soon changed.

Once detection become common place, most asteroid ships were pulled from service or abandoned after being stripped of their equipment. Very limited numbers are still employed, but their usage is mainly restricted to mobile listening posts than strike stations these days, although ironically, the time is ripe for their resurgance as the Colonials have become lax in their asteroid scans these days.

Asteroid ships were in main usuage from about 6400-6700, with their numbers now heavily shrunk to a fraction of what they were. It is this suprise factor that makes them more deadly than their actual weapons these days.

Another 'spook' tactic by the Cylons, was to have an asteroid ship send out patrols of Ghost fighters with no crew. Against new captains, this was very effective.

Variants:

With the ability to blend into most surroundings, the asteroid ship sported a few variants.

Scout

An abvious variant, the scout replaced most of it is heavy weapons for additional sensors. it is role was simply to lie in a concealed position (like an asteroid belt) and scan the Colonial positions, keeping tracks of ship movements, fleet actions and the like. it is role was not to attract attention or engage the enemy itself though, the fighters were intended as a defence measure and to enable the ship to escape trouble.

Supply Transport

Like the scout, the Transport's role was not to engage the enemy at all. Instead it would remain hidden at all costs. Most of the weaponary and fighter bays were ripped out, and instead the ship had huge cargo bays used for storing fuel and other supplies. As such, it was a forward supply base, and whilst not in itself dangerous to the Colonials, was one of the most damaging variants due to the fact that it could supply and rearm other fighting vessels and was difficult to track down. Unlike some other variants, this ship was used all through the Thousand Yahren War.

The Asteroid ships were designed and SSD's drawn by me.

GAME RULES

Typical asteroid ships have one large shuttle bay. The bay has two launch tubes [J1.54] which will propel a fighter flight to speed 12 and will launch in directions 2 and 6) and the equivalent of a standard shuttle hatch (launching and landing from any direction).
The shuttle bay is large enough to accept yachts.
The main exception is the ACT which only has the one fighter launch tube.
Asteroid Ships have a hyperspeed multiplier of x1.5.

While the SSD's show the ships to have a compliment of Raiders on board, they were around to carry the Early Raider craft, and may have those instead if playing in the early section of the war. BPV will have to be changed to accomodate this.

Cylon Asteroid Ship boarding diagram:

Like all Cylon Baseships, all Bridge boxes on all asteroid ships have 1 guard.
The **large Asteroid ship** should be represented by the Jindarian Heavy Cruiser Boarding Diagram, using the following:

A	B,F	C,E	D	G,J	H	K	L	M
6 C.Hull	3 C.Hull	3 C.Hull	6 C.Hull	15 Fighters	4 Lab	2 Aux	3 Bridge	1 Emer
6 Cargo	3 Battery	6 APR	4 Barracks	1 Ph.1	2 Shuttles	1 Ph.1	6 Warp	1 Ph.1
	3 Ph.3	3 Ph.3		3 Ph.3		6 Warp		6 Warp

Small asteroid ships use the Jindarian Light Cruiser Boarding Diagram and the following:

A	B	C,E	D	F	G	H	J

ACL:	4 C.Hull 2 Brigde 2 Shuttles	2 C.Hull 2 Barracks 2 Ph.3	2 C.Hull 4 APR 2 Ph.3	4 C.Hull 1 Ph.1 5 Warp	2 C.Hull 2 Lab 2 Ph.3	1 Aux 4 Cargo 1 Ph.1 5 Warp	15 Fighters	1 Emer 4 Battery 1 Ph.1 5 Warp
ACS:	4 C.Hull 2 Brigde 2 Shuttles	2 C.Hull 2 Barracks 2 Ph.3	2 C.Hull 4 APR 2 Ph.3	4 C.Hull 1 Ph.1 5 Warp	2 C.Hull 2 Lab 2 Ph.3	1 Aux 4 Cargo 1 Sensor 5 Warp	15 Fighters	1 Emer 4 Battery 1 Sensor 5 Warp
ACT:	2 Brigde 4 Shuttles	4 C.Hull 2 Ph.3	2 C.Hull 4 APR 2 Ph.3	4 C.Hull 4 Warp	4 C.Hull 2 Ph.3	1 Aux 6 Cargo 4 Warp	6 Fighters 8 Repair	1 Emer 4 Battery 3 Cargo 4 Warp

SSD'S

	GIF file
Large Asteroid Ship SSD	30k
Typical Small Asteroid Ship SSD	25k
Small Asteroid Scout Ship SSD	25k
Small Asteroid Supply Ship SSD	25k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
ACA	15	10	130	3.00	2	E	30	4	10	6400	
ACL	10	8	95	2.00	3	D	20	3	5	6400	
ACS Scout	10	8	96	2.00	3	D	20	3	5	6400	
ACT Supply Transport	10	5	80	2.00	3	D	20	3	2	6400	

Annex #7B: Ships able to land on planets

These ships may not land on planets.

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Asteroid Ships	ACA	10/2	2	2/0/2	-	30
	ACL	5/0	2	2/0/2	-	15
	ACS	5/0	2	2/0/2	-	15

	ACT	2/0	4		1/0/2	-	6

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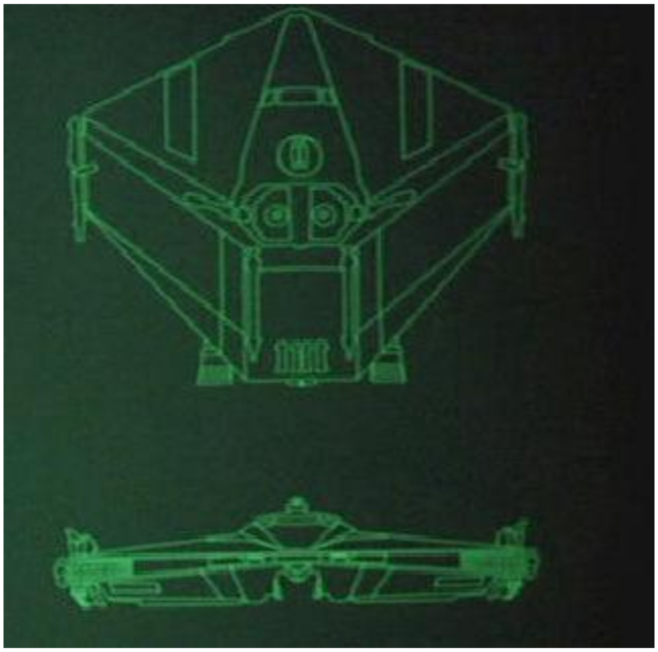
PILLAGER CLASS EARLY RAIDER



One of the first types of Raider to be encountered by the Colonial Navy, the *Pillager* Class Raider was out classed and outmatched from day one. In comparison to the Colonial fighter of the time, it is slow and incredibly unmanoeuvrable. The only thing that let it survive was the fact that it was employed in large numbers, and with it is twin turbolasers, a hit by one of these craft was still enough to cause the destruction of the target fighter.

It has a three cylon crew (two acting as pilot and gunner, the third is the commander), and mounts two turbolasers on the wing tips. It is capable of atmospheric combat and has the ability to mount various other weapon payloads such as bombs and missiles.

An interesting note is that, like their Baseships, Cylons do not give their Raiders individual class names. A Raider is simply that. The Cylons just somehow manage to distinguish amongst themselves exactly what type of Raider is the one they are referring to.

ANNEX EXTRACTS

Master Fighter Chart Extract:

Type	Speed	Weapons	Damage	BPV	DFR	Year	Notes
Pillager Class Early Raider	14	Special	3	1	1§	6000	Gets a +1 to all attack rolls in the front arc

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MINES

Cylons are large users of mines. Whatever they do not want to patrol, they mine. Whatever they want to keep enemy forces away from, they mine. Whatever they want to keep safe, they mine. Sometimes, it would seem that they just love to mine. And Cylons do not just use conventional mines either, they have developed a range of mines making the task of clearing mine fields a tricky business.

Thus when entering a Cylon minefield, they are three main types of mines that can appear.
Explosive Mines are the most common type of mine. These simply explode on proximity or contact with an enemy vessel. They are dumb mines but carry the largest warheads.
ECM Mines are more dangerous in that as well as having an explosive charge, they also contain various electronic jamming devices which can make targeting the mine difficult as well as fooling the crafts guidance systems.
In addition, a third type of mine is the **Blind Mine**. This emits bright flashes of light which can be blinding to pilots of small craft.

In combination, this can make Cylon minefields very nasty.

GAME RULES

Explosive mines:

Explosive mines are the normal mines, the small has an explosive strength of 10 and a BPV of 4, the large has an explosive strength of 35 and a BPV of 8. Note that each fighter in a flight is counted as a separate ship for mine purposes, and damage is not applied to a flight as a whole.

ECM Mines:

ECM mines have the same chances of detonation as normal mines, with the same ranges, but when they explode, that just means that they are activated. An ECM mine will only ever explode physically if a ship enters the same hex as the mine, and when it explodes this way it is destroyed. When a ship enters the hex of the mine, roll for activation again, and if it activates, it explodes.
Small ECM mines when activated generate 4 points of ECM that is applied to everything within the range of the mine, or applied to any combat passing through the hex. If it explodes physically it has an explosive strength of 4. It has a BPV of 7.
Large ECM mines have a detection of 2 and give 4 points of ECM to any combat in or passing through the hexes. When exploding, it has a strength of 10. It has a BPV of 12.

However ECM mines also have another effect due to their jammers and other electronic equipment, and this effect is to make small craft (fighters and shuttles) autopilots think that the mine is the way home, and thus will try to guide them into the explosive range of the mine. To simulate this and the pilots desire to try and steer away from the mine, everytime the craft or flight is about to move and is in the ECM effect of the mine, roll 1D.

Die Roll	**Effect**
1,2	Craft moves one hex towards the mine, will turn if necassary. Craft may not fire this turn
3,4	Craft is treated as being Uncontrolled (G2.2). Craft may not fire this turn
5,6	Pilot fights controls and wins! The craft or flight is not effected by the mine this impulse (although it still takes the ECM points as normal)

Green Pilots have a -1 modifier to the roll

Ace's get a +1 to the roll

Only fighters and shuttles are effected in this way, never capital ships.

Blind Mines:

Blind mines are a special type of mine that are intended to blind fighter and shuttle pilots by emitting blinding flashes of light. They have no effect against larger capital ships.

They are treated as small ECM mines in that when a fighter flight or shuttle enters the range of the mine, the mine has a chance to be activated. However there the similarity ends. For when a mine is activated, it is effects only last until the end of the turn, and then the mine is considered inactive again and may be activated again as normal.

The effects of the mine also differ, for a start, a Blind mine never explodes physically. A fighter flight or shuttle that activates the mine is considered blinded. A blinded flight or shuttle is considered uncontrolled (G2.2) although there is an additional effect in that the flight is not allowed to initiate combat and has an effective DFR of 0 until the effects subside. The effects last until the end of the turn that the fighters/shuttles leave the blast radius of the mine.

Fighters or shuttles may be shielded against the effects of blast mines - see here for more details.

Blind mines have a BPV of 4.

Mine Type	**BPV**	**Explosive Strength**
Explosive Mine - Small	4	10
Explosive Mine - Large	8	35
ECM Mine - Small	7	4
ECM Mine - Large	12	10
Blind Mine	2	NA

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THE CYLON FLEET

The Cylons had had a fair amount of space experience before their war with the Colonials, and this experience taught them the value of lots of small space fighters, with a large mothership to transport them.

Unlike the Colonials though, they did not neglect their Baseships to just holding pens for the fighters. Instead they armed them with powerful Mega Pulsar weapons specifically for use against other ships or enemy installations, thus making the ships exceptionally powerful.

However A Cylon fleet has a lot less variety in it than a Colonial Fleet. To the Cylons, all you need are Baseships and Raiders. The Raiders are the main strike force of the fleet, and deal with scouting, patrolling, attack and defence. They are inferior to the Colonial Viper.

The Baseship is the mother ship of the fleet, large and slow, but carrying a massive amount of fighters and heavy firepower, it is more than an equal for a Battlestar.

On the whole though, Cylons win through numbers and superior firepower, and they tend to make sure reinforcements are always present.

The Cylons, like the Colonials, have a very slow design philosophy. In the entire conflict, only a handful of different designs were actually present, but the variants of those designs were numerous and fulfilled many different functions.

A quick note on Cylon Shuttles:
To be honest, I do not actually know if Cylons use shuttles at all. Their main personel mover is the Raider, and it appears that even high ranking officials use the Raider as their prime mode of transport. So why include shuttles on the SSD's? Well, a Raider may be fine for the transport of small amounts of troops, but for a large scale ground assault, a huge amount of Raiders would be required, and while I have no doubt that the Cylons could amass such a force, for ground actions, it would be impractical, simply for the fact that Raiders can not really carry equipment and supplies. And if they can not, how does a Baseship get refurbished with the goods that it needs? So I have included a few shuttles for practical reasons.

Relative ship sizes:

Ship	**Length (metrons)**
Baseship	940 (diameter)
Tanker	265
Heavy Raider	25
Raider Fighter	9

Cylon ship comparison chart

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NOTABLE COMMANDERS

The Cylons do not really produce notable commanders like the Colonials do. What each commander does, they do for the greater good of the Cylon Empire. While some Cylon leaders do some outstanding work, it is all considered normal, and a Cylon who does well is rewarded and will be known to other Cylons, if they are allowed access to that kind of information. However, Cylons do not tend to advertise their commanders like the Colonials do, and certainly, if you ask a Colonial who a good Cylon Commander is, they would not be able to tell you.

Count Baltar:

Baltar is unique in the Cylon Empire for two main reasons. Firstly, he is a Cylon Commander that is known throughout the Cylon and Colonial worlds, and secondly, he is a human commanding Cylon forces. He is also the most hated human in the history of the Colonials, but that is neither here nor there.

Baltar sold out his race to the Cylons. Initially he had a deal with the Cylons stating that his Colony was to be spared and would be ruled by him if he delivered the Colonial Fleet into a trap. This he did under the viel of a Cylon Peace treaty. The Colonial Fleet was destroyed, as were the Colonial homeworlds. After the destruction, the Cylons had no use for Baltar and were going to execute him. However, it was then discovered that there were some survivors, so another deal was made - Baltar would be given a Baseship and troops and then he would track down and destroy the humans.

Why Baltar sold out his race is still a mystery to humans and Cylons both. It is known that Baltar was born on a small Pisceran colony asteroid (Cygnus), which was destroyed by the Cylons and Baltar, along with some others were made prisoner, where they remained for five yahrens until rescued. It is known that he resents the Aerians and Caprians for this as apparently they were supposed to be protecting the outpost. It may be that the Cylons saw something in him then, and played on his resentments. Or it may be that they were behind his political and finiancial success after his release. So far, Baltar is not talking. After his rescue, Baltar joined the Military Academy on Caprica, where he studied alongside Adama. Baltar would be kicked out for reprogramming one of the simulators, and Adama would speak out on his behalf, which would only anger Baltar further. After that, he entered the careers of trading and politics, and later on in his career, named himself a 'Count', and while this is not official, it seems to have been overlooked and is generally treated as official. He managed to rise in power, and eventually came to hold a seat on the Colonial Council. With his links to the Cylons, he managed to approach the Quorum of Twelve with the Cylons 'peace' proposals, and apparently was believed, after all, he was one of them, so what could he hope to gain for lying? Also during this time, one of his companies found Tylium deposits on Carrilon. They left the planet shortly afterwards, and the offical report was that the tylium deposits were not worth the effort of mining, but in reality Baltar had made the planet a gift to the Cylons, who then shipped in Ovion workers to mine the planet for them.

Baltar is stuck between a rock and a hard place. He knows that as soon as he completes his mission, the Cylons will have no use for him. He also knows that the Colonials would like to kill him and he certainly has no friends there. This may account for his failures to destroy the Colonial fleet when he has had the chance. Or, he may have his own agenda. With Baltar, you cannot take anything for granted.

In 7345, Baltar was tricked into coming aboard the Battlestar *Galactica* where he was arrested and convicted of High Treason. His sentence was life imprisonment aboard the Prison barge. However, in 7346, he managed to make a deal with Commander Adama which would result in him being stranded on a world with short range communications in exchange for information about how to destroy a Cylon Baseship from the inside. The plan worked, but Adama has yet to make good his end of the bargain.
Piscera, 7223 - present.

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FUTURE ADVANCEMENT

The Cylon Empire, like any race, does not sit still in its advancement. In fact, the Cylons, being mechanical beings, have the ability to upgrade themselves at a faster rate than normal organic beings. Obviously, there are other reasons for advancement to take place, such as the need to eradicate a race that will not let itself be exterminated.

As such, over the next few yarhens some changes will start to appear in the Cylon race.

For a start, the Cylons had adopted the humanoid look (two arms, two legs) as they believe it is currently the most practical form in the galaxy. Thus, Cylons starting to look more and more human will appear, and - certainly with the IL series - they will start to act more and human as well. This will help them to exterminate any humans that are left in the galaxy by then as Cylon warriors will be able to infiltrate human society. By 7361, the first human looking Cylon prototypes will start to come off the assembly lines.

The current IL series will continue to get smarter and upgraded. Centurions may not see so much of an improvement other than they'll start to get tougher and faster. They may not see much in the way of an intelligence boost though as it may not be deemed worthwhile. They are countless millions of Silver Centurions in the galaxy, and the task to upgrade them or even scrap them would be mammoth.

Military hardware will be improved, but like the Silver Cylons, this will be a long slow job. Recently, the Foxbat Raider has been introduced to the Cylon Navy, but this will take a long time before it is the standard fighter craft of all ships and bases. Baseships themselves would stay in service for a long while yet. They would be upgraded with better power plants, engines and weapons and would remain a potent yet slow, force to be dealt with. In fact, while the Foxbat is being issued to front line troops, better improved ships will be in the development works.

The big thing with the Cylons is that they do not like waste. As a result of this, a lot of older models of Cylons and equipment will continue to see service until there comes a point when it can no longer perform at expected levels. Raiders will continue to fly missions until there comes a point when it is pointless to take off in them (some people would argue that that time has already come!), Centurions will function until destroyed and so on. However, just because the Cylons abhor waste does not mean that they are stupid. Older models will have more of a backseat role in the Empire, garrisoning backwater planets and stations, being defended by obsolete equipment.

This is just something to keep in mind if you are playing in a campaign set 20 yahrens after the Exodus.

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THE CIVILIAN MERCHANT FLEET

Whilst it is usually the main warships of each side that do the main fighting in the Thousand Yahren war, they were not the only targets of the Cylons. The merchant fleets were also in the firing line, and also prime targets by pirates as well.

Civilian ships come in a lot more variaty than warships, there being many more roles for them to have to fufill instead of just attack and defence.

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AGROSHIPS

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Agro ships are both specimen collection ships and livestock and farming ships.
In their first role, they are sent out to newly discovered planets to collect a sampling of that planets flora and fauna, where they are brought back for study and evaluation. The various domes on the ship can be set up with differing atmospheric requirements and contain numerous sensors to analyse and keep alive specimens.

In their other role, they are used for the transportation of live stock and vegetation across the Colonies and to other planets. In this case, the domes are set up for a very specific need and the sensors are used to keep the dome operating at peak efficency.

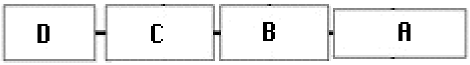
There are generally three sizes of Agroship depending on the quantity of plant or animal life that needs transporting. The smaller ships generally have 1-2 domes, the standard ships will mount from 3-6 domes and the larger classes of agro ship will carry 7 or domes.

*The Agroship SSD's were drawn and designed by **Thomas Robson**, based on the ship from the series.*

GAME RULES

Agro Ships have one shuttle bay and no launch bay. They launch and land shuttles in direction 4. They can not handle yachts.
The agro ship has a hyperspeed multiplier of x1.5.

Civilian Standard Agro Ship boarding diagram:



A	**B**	**C**	**D**
1 Bridge	4 C.Hull	4 C.Hull	2 A.Hull
2 F.Hull	2 Lab	2 Lab	1 APR
1 APR	2 Repair	2 Repair	1 Battery
1 Battery	1 APR	1 APR	1 Shuttle
1 Shuttle	1 Battery	1 Battery	4 Warp

SSD'S

	GIF file
Livery Class Agro Ship SSD	25k
Deliverance Class Super Agro Ship SSD	80k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Livery Class Agro Ship Ship	1	-	20	0.50	4	E	5	0	0		
Deliverance Class Super Agro Ship	4	-	43	2.00	2	E	10	0	0		

Annex #7B: Ships able to land on planets

The standard Agro ship may land on a planet via Powered landings (P2.434), the Super Agro Ship may not land on a planet.

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SUNSET CLASS PASSENGER LINER

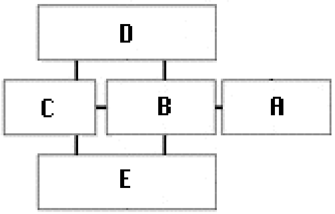
The *Sunset* Class Passenger Liner is a pretty common representative of that particular civilian class seen plying the lines of Colonial Space. They have several standards of fare, from standard to luxurious first class, and most can hold several hundred passenger and their luggage. These ship are seen only around the busiest trade routes, and most are unarmed. However some do make stops along the outer planets, and these are generally lightly armed to help defend them against pirate raids, of which these ships are considered good plunder.

The Passenger Liner was drawn and designed by ***Steve Stiever****.*

GAME RULES

The passenger liner has three shuttle bays, although transfers between them are not possible. The two side bays each have one shuttle hatch from which they can launch shuttle in direction 1. The rear shuttle bay also has one shuttle hatch can launch and recieve shuttles from direction 4. The liner is not large enough to handle yachts.
The passenger liner has a hyperspeed multiplier of x1.5.

Civilian *Sunset* Class Passenger Liner boarding diagram:



A	**B**	**C**	**D/E**
24 C.Hull	24 C.Hull	20 Cargo	6 Shuttle
2 Bridge	2 Emer	4 Shuttle	1 Battery
1 Aux	4 Lab		1 APR
1 Lab	1 APR		10 Warp

The ***Armed Liner*** *also has 2 Ph.3 in Area A and 2 Ph.3 and 1 APR in Areas D/E.*

SSD'S

	GIF file
Sunset Class Passenger Liner SSD	25k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
PL *Sunset* Class Passenger Liner	7	10	51	2.00	3	F	10	0	0		

Annex #7B: Ships able to land on planets

This ship may land on a planet via Powered landings (P2.434).

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SCOUT CLASS DEEP RESEARCH SHIP

Scout Class Deep Space Research vessels are the exploration ships of choice for the Colonials in 'safe' areas. They are used to chart space, map anomalies and expand mankind's knowledge of the universe that he lives. They are not armed at all, but they are manned with a couple of security squads whose job it is to protect any scientists and crew who venture out onto the face of a new planet. They are also equipped with a single *Asp* Class recon fighter, who's extra sensors usually prove invaluable for long range scouting missions. In wartime, this fighter is also usual for scouting a safe passage for the ship, as it would not be able to survive many microns if it came under attack from even a solitary Cylon Raider.

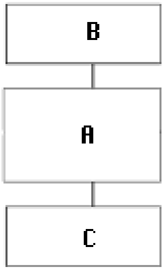
Most crews are hoping for a lull in the conflict as that is when they get to use their ships abilities to the fullest.

The Deep Space Reseach Vessel was drawn and designed by ***Steve Stiever****.*

GAME RULES

Research Vessels have one shuttle bay and one launch bay for the *Asp*. They launch and land shuttles in direction 4, while the launch bay propels the *Asp* to speed 12 in direction 1. They can not handle yachts.
The research vessel has a hyperspeed multiplier of x1.5.

Civilian *Scout* Class Deep Space Research Ship boarding diagram:



A	**B/C**
8 C.Hull	1 Sensor
2 Bridge	1 Lab
1 Aux	1 Repair
2 Lab	3 Cargp
1 Battery	5 Warp
1 Fighter	
2 Shuttles	

SSD'S

	GIF file
Scout Class Deep Space Research Vessel SSD	25k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
RES *Scout* Class Deep Space Research Ship	5	2	37	0.50	4	B	4	0	0		1 Asp

Annex #7B: Ships able to land on planets

This ship may land on a planet via Powered landings (P2.434).

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Scout Class Deep Space Rearch Ship	RES	0/1	2	0/1/1	-	2*

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PENTARES CLASS YACHT

The *Pentere's* series of yachts was conceived by the Armando Ship Building company of Caprica. They were finding their company and business slowly drying up because of the competition and decided to try and do something about this unfortunate state of affairs. The company did a broad spectrum survey to find out what potential customers wanted, and they found that requirements came down to three main factors - a cheaper vessel, a more versatile vessel and a vessel more resembling that of Colonial Navy vessel (this mainly from those having dealings with the outer planets and thus having fear of pirate attacks).

As a result of these findings, the company decided to fill this niche, and settled upon the Colonial Light Cruiser as a suitable shape for the vessel (although at a much reduced size). Following this, they decided to try and simulate the cruiser further by making the interior very modular for a wide range of customer requirements, and by listing the initial price without anything in the hull, the price could be seen to be cutting that of the competition by a large margin.

The prototype was hurriedly built and unveiled to the public, becoming an instant hit due to it is looks, adaptability and paramilitary appeal.

The Pentere's was drawn and designed by ***Thomas Robson****.*

GAME RULES

The *Pentere's* follows all normal rules for Yachts, with the following additions. Because of it is easily customisable and modifiable interior, the ship has more option mounts than most. What can go inside the option mounts is listed on the SSD

itself, and the BPV will have to be changed accordingly. Add up all the points worth of changes, and then divide this by 10 to get the final addition to the BPV. Note that weapons are not allowed in these option mounts.
While the ship has two shuttle bays, it may only launch one shuttle per turn, and transfers are not possible.
The *Pentere* has a hyperspeed multiplier of x1.5

SSD'S

	GIF file
Pentere's Class Yacht	30k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Pentere's Class Yacht	1	0+8	14+	6	0.33	5	A	2	3		

Annex #7B: Ships able to land on planets

This ship may land on a planet via Powered landings (P2.434).

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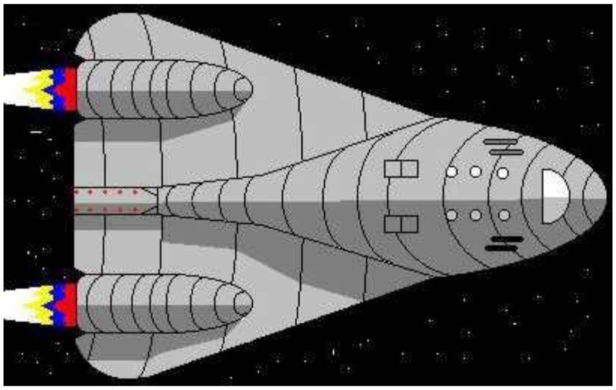
ZEPHYR CLASS HIGH SPEED TRANSPORT



The *Zephyr* Class Priority transport is just that, basically a cargo section strapped to some engine units, making it probably the fastest civilian freighter ship around. As a result, the cargo section is much smaller than comparable freighters, but as the ships role is the delivery of personal packages, confidential documents or critical system parts, this was not seen as a problem.

Due to the nature of the goods being transported, the ship is armed with a small array of defensive turbo lasers, although the ship is not designed for combat at all. In fact the ships best defence is it is speed, as it has no armour and pretty lousy firing arcs for it is weapons. Critics tend to think that the weapons were added more for morale issues rather than any practical use. The ships manufacturers state though that they were added so that small obstacles could be removed without the ship having to change course and waste valuable centars in the course correction. The actual value of small turbo lasers versus the asteroids that the designers claim would be actually obstructing the ships course is pretty suspect though. Whatever the reason, in some cases they could be useful as anti-pirate weapons, although with the fire arcs installed, the ship would have be doing some serious manoeuvring, and thus more than likely endangering itself further.

One factory built variant is as a small passenger transport which simply reduces the cargo area to include a small passenger area. This version is usually employed by corporate officials or by companies requiring a rapid change of personnel. In rare cases, it has been seen as a pleasure transport, but in this case the weapons are removed.

The other known variant is not a factory job, but rather a field modification done by the people who use the ship. These are the pirates. Being a fast ship, the ship is ideal as either a pursuit ship, or more commonly as a getaway craft, going through Naval blockades with relative ease. As a result, it has a commonly called the 'Blockade Runner' by those who have to try and stop it. Unfortunately though, the speed of the craft is the only real good point of the ship, and it has almost no modification value whatsoever. In fact, the only real thing that can be done with the craft is a limited expansion of the weapons firing arcs, and even that is not perfect.

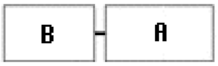
The High Speed Priority Transport was drawn and designed by ***Thomas Robson****.*

GAME RULES

The priority transport has one shuttle bay and can launch and recieve shuttles from direction 4. The liner is not large enough to handle yachts.
The priority transport has a hyperspeed multiplier of x1.0.

Pirate ships can increase their firing arcs to LF/L and RF/R only. No further modifications are possible.

Zephyr Class High Speed Priority Transport Boarding Diagram:



A	**B**
3 C.Hull	8 Cargo
2 Bridge	2 Shuttles
4 Ph.3	8 Warp
1 APR	
1 Battery	

SSD'S

	GIF file
Zephyr Class High Speed Priority Transport SSD	35k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Zephyr Class High Speed Priority	2	6	22	0.33	4	A	4	0	0		

Transport

Annex #7B: Ships able to land on planets

This ship may land on a planet via the Aerodynamic landing system (P2.433) and via Powered landings (P2.434).

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PIRATES

Pirates are a mentioned, but hardly ever seen part of the Galactica mythos. When they are seen, it is only as prisoners on the Prison Barge, and yet their deeds are stories that re-occur every now and then.

The term pirate, as used here, not only refers to pirates who attack shipping for profit, but also slavers, smugglers and other rogues. It even includes law abiding privateers and their ilk who continue the war against the Cylons.

*[Note: Pirates in **Battlestar Galactica** are nothing like the Orion pirates from **SFB**. Orion's are organised, have galaxy spanning cartels and have organised shipyards to build their cruisers and raiders. Pirates in **BSG** are exactly the opposite, having no organised galaxy networks, no dedicated shipyards, and tend to fly whatever they can get their hands on.]*

Pirates are marauders and others who prey apon (what they consider) the weak. This means that they will attack shipping lanes (mainly freighters and liners) and occasionally the odd civilian outpost. Military targets are invariable left alone, unless there is something that the pirates want, because the military invariable have enough firepower to make the pirates work hard for their money.

While piracy has always been a problem out on the rim of known space, some pirates have a code of honour that means that they will also attack Cylon targets where possible. However to Colonial forces, a pirate is a pirate is a pirate, and therefore to be hunted down wherever possible.

Usually this job is left to light cruisers (and indeed, the CP was created to fulfil this role), but when a show of strength is needed, Destroyers or even Battlestars are sent in to fulfil sweeps of the area. However, for this to happen, a pirate group has to have committed some serious atrocities or be a major threat.

Organisation

There is no 'standard' organisation for pirates. They can be as organised as a ragtag group of ex-convicts with a couple of attack shuttles who just attack the nearest civilian transport, or they can be ex-military with a sense of organisation, discipline and tactics.
About the only constant is the size of the pirate gang, and that is something that is never big. Units which get to the size of more than a couple of converted ships tend o get hunted down before they get ideas above their station.

Equipment

Pirates do not generally have a steady stream of equipment. Well, they do, it is the black market and any plunder that they can find. What they do not have, is steady access to the same source of equipment, so unlike the military who will be flying the same ships and firing the same guns, pirates will tend to be armed with a mix of weapons, and flying a collection of junk heaps.

The most common source of ships is whatever a pirate can lay his hands on. Thus the most common form of ship is a souped up freighter or commercial liner, armed with a few batteries of turbo lasers, and maybe a bit of armour. This ship will usually serve as the pirates base and place to sort out their plunder, and most will be reluctant to use this in actual combat situations. So, many pirates supplement this by getting their hands on ex-service military fighters (towards the end of the 1000 yahren war, there were still a lot of ex-service *Scarab* fighters in pirate hands, and more than a few Vipers), or buying generally available commercial shuttles and then arming them. While no match for military fighters, against civilian freighters, these armed shuttles can be devastating.

Another source of ships is the large amount of pleasure craft that are available to civilians, travellers and tourists. These yachts have a much greater capacity for mounting weapons and with their inherent greater speed and range than normal shuttles they can be turned into formidable ships.

Notable Pirates:

HENDRAX AND THE APEP

Only known as Hendrax, it is not known whether he was a pirate or smuggler before erupting onto the piracy scene, but no one had ever heard of him until he appeared with his cruiser.

The Cruiser itself is an enigma. it is markings show it to have been the *Phalanx*, an early style light cruiser, which was reported lost in action around the year 7026, although no one knows how it was lost as the ship was never found, until now.

How Hendrax got hold of the ship is unknown, but it has been severely modified (again no one knows where). It has been renamed the *Apep*, and like it is name sake, is being a thorn in the Colonials side. And the Cylons. It is known that Hendrax has no love for the Cylons and will attack them whenever it is deemed profitable.

Hendrax, while not merciless, is pretty ruthless. He is wanted for murder, amongst other crimes. He is also fairly cunning and has evaded both Colonial and Cylon pursuit many times, something that has made him even less popular amongst the various Navies. He rarely takes the Apep into action, unless he is sure that it would not be heavily damaged or knows that he has no choice. He's not stupid and realises that it is irreplaceable.

The ship was designed and the SSD drawn by me.

GAME RULES

The *Apep* cruiser is basically a standard CL, and uses the same rules. It has the equivalent of one large shuttle bay. The bay has a launch tube ([J1.54] which will propel a fighter flight to speed 12 and will launch in direction 1 and a standard shuttle hatch (launching and landing in direction 4).

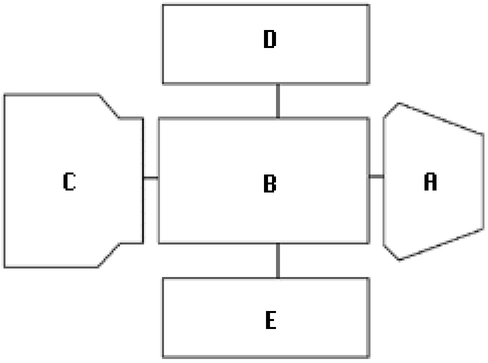
While the shuttle bays may not carry Yachts, the ship itself has 2 yacht bays.

The *Apep* has a hyperspeed multiplier of x1.

Note that while the SSD shows two flights of *Scarab* fighters, the craft usually only has one flight, the remaining space being made up of attack shuttles.

Note also that the BPV does include two flights of *Scarab* fighters, but no yachts or attack shuttles.

Apep cruiser boarding diagram:



A	**B**	**C**	**D,E**
6 F.Hull	4 APR	8 A.Hull	3 Fighters
2 Bridge	4 Cargo	1 Ph.3	1 Ph.3
2 Ph.3	1 Barracks	10 Warp	2 Shuttles
	2 Yachts		
	2 Ph.3		

SSD'S

	GIF file
Apep SSD	16k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Apep Pirate Cruiser	10	10	36	0.50	4	B	14	2	4	7192	

Annex #7B: Ships able to land on planets

This ship may land on a planet via Powered landings (P2.434).

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Apep cruiser	CL	2/0	4	1/0/1	-	8*

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THE FIREBIRD PIRATE CRUISER

The *Firebird* is a more conventional pirate ship based on the hull of an old Colonial CL. Without access to huge amounts of Colonial military tech, the ship has basically been gutted to make room for more conventional equipment.

The main hull of the ship has been gutted to make room for a cavernous cargo hold and a barracks for the pirate troops that the ship will send in to board crippled ships. More conventional weaponary has been added, including a heavy rocket launcher for disabling the larger civilian freighters, and a missile launcher for close-in fighter defence. A mine rack has also been added, and this is generally used for laying ambushes.

Without access to fighters, the pirate ship has converted the side pods into landing bays for attack shuttles, of which eight are carried on a good day. Two heavy shuttles are carried for the tranportation of pillaged cargo and boarding parties, and the end of the pods are now hangers for yachts, two of which can be carried. Small repair bays have also been added, and these are vital for the well being of the ship.

Finally, the engine section has been severely modified, with bigger engines added, although this is more likely to actually be additional engines added to increase the performance of the craft rather than just being bigger engines.

The ships main role is a carrier for it is troops and shuttles. The attack shuttles and soften up the target and disbale it is weapons, and the heavy shuttles ferry the troops in for the boarding actions. For most civilian ships, the mere sight of the ship is enough to install a sense of 'let's be elsewhere', and if that is not possible, then a flight of attack shuttles is usually the incentive for a quick surrender. Even more hardy civilian ships do not want to tangle with this.
However, against a real Colonial Cruiser, the usual tactic is to use the shuttles as a fighting withdrawal, and against two flights of Vipers, they are a fairly even match. The *Firebird* usually then has withdrawn to safer areas and starts looting in a safer area.

*The Firebird was designed and drawn by **Steve Stiever**.*

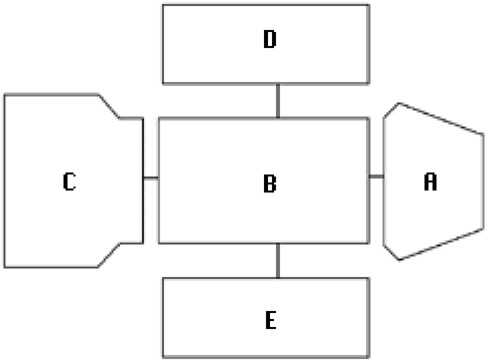
GAME RULES

The *Firebird* cruiser is basically a standard CL, and uses the same rules. It has the equivalent of two large shuttle bays which may launch and land shuttles in directions 1 and 4.
While the shuttle bays may not carry Yachts, the ship itself has 2 yacht bays.
The *Firebird* has a hyperspeed multiplier of x1.

Note that the cruiser only comes with 6 boarding parties as standard, but up to 14 more may be purchased.
Note also that no attack shuttles are included in the BPV.

The ship is armed with a Mini-missile launcher, a Rocket launcher and a small mine rack.

Firebird Cruiser boarding diagram:



A **B** **C** **D,E**

6 F.Hull
2 Bridge
2 Ph.3

2 APR
6 Cargo
2 Barracks
1 Shuttle
1 Aux
1 Mine Rack

6 A.Hull
2 APR
12 Warp

1 Ph.3
4 Attack Shuttles
2 Shuttles
1 Repair
1 Yacht

SSD's

	GIF file
Firebird SSD	32k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	**Crew Units**	**Brdg Parties**	**BPV**	**Move Cost**	**Size Class**	**Turn Mode**	**Explos. Str**	**F&E Cmd**	**Ftr Flights**	**Year**	**Notes**
Firebird Pirate Cruiser	10	6+	45	0.50	4	B	14	4	0		

Annex #7B: Ships able to land on planets

This ship may land on a planet via Powered landings (P2.434).

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	**Type**	**Ftrs**	**Admin**	**Bays**	**Store**	**DC**
Firebird cruiser	CL	0/0	1	0/0/2	-	10*

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Scenerio Ideas:

Running a pirate game is very easy and very similar to running a normal game, the big difference is one of scale. While a fleet game will have multiple capital ships running up against Cylon Baseships with fighter flights everywhere, a pirate game will have flights of fighters and shuttles, usually with one counter per craft.
The large scale fighter rules can be very useful for running this. About the only time when capital ships will get involved is when a pirate gets out of hand and the Colonial (or Cylon!) fleet sends a group of warships to put the situation back under control.

However, some ideas:

Prison barge strike

Pirates get captured, and sometimes the loyalty amongst thieves means that they will try and get their captured comrade back. This can involve a few attack shuttles attacking the lone prison barge (and maybe its escort of a few Vipers), and then a boarding action and retreat. Obviously the Colonial player will want to keep the prisoner, so guards are highly recommended.

Convoy attack

The biggest way to get a profit (and reputation) is to launch a sneak attack against a civilian convoy, the object being not to destroy all the freighters, but to capture them and steal their cargo. Escorts, of course, need not be kept.

Raid on the Light Cruiser

And sometimes when pirates need putting back in place, the Colonials will send in the big ships, and sometimes when they do, the pirates get too big for their boots, and (admittedly rarely) attack the hunter. This is good for swarms of fighters and shuttles, but it will be costly for the attacker. Best played (as most pirate games are) at a scale of 1 counter per fighter or shuttle.

Raid on a pirate base

And when the pirates do get too big, then the big guns come in and assault the pirate haven itself. This can be anything from a small ground base, to orbital station. When this happens, the pirates are usually on a holding action and will attempt to flee instead of selling their lives dearly. Usually.

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BASIC TECH NOTES

Please note that this is not an attempt to turn **Battlestar Galactica** into a hard science show, nor even attempt to explain things using modern knowledge. Instead it is intended to give some answers in vague terms on how things work for purely a background or role-playing note. A lot of information is taken from the original novels.

Whilst most of this information is written from a Colonial point of view, it applies equally to the Cylons unless stated.

For notes on these notes, see here.

Movement and Power:

What types of movement are there in space?

There are types of movement systems needed in space - sublight and hyperspeed.

Sublight travel is how a ship moves anywhere within a single star system. Generally the speed is below the speed of light (hence the name) and travel times within a system will take a few centars or less. All combat between space fleets is conducted at sublight speeds.

Hyperspeed travel is sometimes referred to as Hyperspace travel or light speed. The act of entering hyperspeed is sometimes called jumping.

Hyperspeed travel is needed when a ship needs to move to another star system. When the ship enters hyperspeed, it appears to disappear from view. When a ship exits from hyperspeed, it it 'blinks' into existance. In actual fact, the ship is just travelling faster than be detected. Travel through hyperspeed takes longer then sublight travel, from a few centars to days for long jumps. Once in hyperspeed, the ship is effectively cut off from the rest of the universe except for some forms of communication. The ship does not actually leave the known universe though, and while man made objects will not be able to intercept the craft, it is still effected by objects like planets and stars, and man made minefields will still hinder a ships travel.

An excellent example of hyperspeed travel can be seen in the Playstation and X-Box ***Battlestar Galactica*** *game. This shows the travel perfectly.*

How do Colonial ships move at Hyperspeed?

Colonial ships move via their Marron hyperdrive engines. These engines propel a ship through hyperspeed towards their target destination. The drives are named after the woman who invented them. It works by creating a hyperspeed field around the ship and then speeding the ship to the new co-ordinates. The time taken to travel to a new system depends on the power of the drive and the distance travelled, and can take a few centars.

When exploring into the unknown, the time to program a jump to hyperspeed rises enormously as the exit point has to calculated from unknown variables, and this can lead to errors, resulting in either a different exit point or a mis-jump, and potentially loss of ship. As a result, these kind of jumps are not rushed. A ship without long range sensors able to locate stars, planets and other spatial features is not going to be able to make any trip through hyspeed.

The Marron drive does not work well in a stars gravity well, which means that ships jumping into a system actually enter at the systems edge and then have to travel inwards at normal sublight speeds.

Also the field that forms around the ship at point of entering hyperspeed (to protect the ship from being destroyed when travelling so fast) is effectively 'skin tight'. This means that a carrier ship has to recall all it is satellite vessels before entering hyperspeed, and thus the most vulnerable time for such as carrier is the moment just before and after hyperspeed as the ship will not have any fighters in the air.

How do Colonial ships move through normal space?

Through normal space, ships move using their ion drives which work by burning fuel and expelling the exhaust which propells the ship. Whilst very efficent, capital ships have a problem in that they cannot travel very fast using their ion engines without some considerable effect.

As an aside, ion engines do leave a trail which makes them easy to follow with the right sensors for a short time.

How do Cylon ships move?

The Cylons use a different form of motive power than the Colonials, using a gravitic drive for movement. This seems to make their ships slower than comparable Colonial ships, but the drive itself is buried deep inside the ship and thus far less susceptible to damage.

It also allows the ship differing movement capabilities (such as the fact that Baseships can rotate while moving) and seems to be used for both hyperspeed and normal sublight travel, although when moving as a hyperspeed vessel it seems to suffer the same limitations as the Colonial Marron drive.

What is the range of hyperspeed travel?

The range of hyperspeed for a ship depends on its long range sensors. The further a ship can see, the further it can travel. For civilian ships, this limits them to travelling to the next star system. For military vessels, the range is about equal to two star systems travel. Theoretically, a ship can travel through hyperspace for as long as it has fuel. However, as a craft is generally trying to outrace its sensors, this is not practical.

How long does a hyperspeed journey take?

This is variable based on the range that is going to be travelled. A typical short range trip will only take a few centons (such as from Cimtar to Cyranus), longer journeys will take much longer (such as from the staging point after the ambush to Carillon).

What is used for fuel?

Colonial craft use Tylium as a source of fuel. In it is natural form, Tylium is a solid mineable substance that is fairly stable, although explosions and fire near it can set it off with dramatic effects. This form is then refined into liquid Tylium which is actually used as fuel for the Colonial Fleet. In this form, it is very volatile and if handled incorrectly will likely explode causing more damage to the carrier than would be liked. However, this volatile nature is what is prized about the fuel, and the amount of energy it can give out when burnt controllably in an engine is out of proportion to the amount carried.

Can Vipers travel at hyperspeed?

Vipers can travel at hyperspeed, although their speed and range is more limited. Fighters are generally restricted to two trips at hyperspeed. One to get to a system and one to get back. Further trips require refuelling.

Communications and Sensors:

How far are the Battlestars long range sensors?

At least the range of 1 star system. At this range the ship can detect planets, suns and other major planetary anomolies. Also it may detect enemy ships - large ships (Baseships) may be detected as baseships, smaller craft (Raiders) are detected as small craft.

Short range sensor readings?

Short range sensors are able to scan a solar system from anywhere within that system. They can pick up all planetary objects, vessels (and type) and other anomolies within the system. From outside of a planetary orbit, they can detect lifesigns and main cities on planets. From a planets orbit, they can pinpoint cities and make fairly detailed scans of structures, although they can not actually determine amount of life signs or determine interiors of buildings. Sensors are blocked by planetary objects, so ships can hide behind planetary bodies and not be initially spotted.

What are a Vipers sensors like?

Vipers sensors are much like a Battlestars short range sensors, although not quite as accurate or precise. Vessels can be identified automatically, but the type of vessel is not known until the ident has been run through the Vipers Warbook. Vipers can feed their sensor feed back into their command ship thus increasing its range, and vice-versa - although this will not increase the vipers range, it will mean that the Viper does not have to rely on its own sensors.

Communications

Communication technology is limited to within short range sensor scan range only. However communication is almost instantaneous within this. Most short range communication signals are broadband, thus able to get to the maximum amount of targets in the minimum amount of time, although this has the disadvantage in that anyone within range has the ability to intercept these messages.

Military and more secure ships use tightbeam messages for added security. These messages are targetted only at the recipiant ship thus making interception a lot more difficult as the enemy has to be within the two ships. Most of the time tightbeam communication is done via line of sight, so planetary bodies will block these messages naturally.

Short range communication signals can include voice, video and data elements.

Signals can be sent at longer ranges, but this takes a little bit of time to send and is limited to codes only, not voice or video. These signals are also tightbeam meaning that they have a specific direction and thus if intercepted their origination and destinations can be determined. Thus they are not often used by military ships. Signals can be picked up by all sides, and most ships have decoding equipment - it is not uncommon for rouses to be made by one side sending messages knowing the other side will pick up those signals and act on them.

Civilians use these signals, especially for televised broadcasts for important events, and then they include sound and vision.

Signals can be sent excrypted and encoded for additional security (these codes change frequently enough so that interception is not usually a problem), and can be classified as priority for urgent messages.

Weapon and Defensive Systems:

What are Turbolasers and how much charge do they have?

Turbolasers are not actually true lasers, but rather a more directed form of energy weapon. For a start, the weapon can be used a 'proximity' weapon, so the charge will explode at a certain distance meaning direct hits are not always required. This charge allows impact damage as well as energy damage. Because this is not just strictly energy, the weapons do actually have an amount of charges and can not be used indefinitely. When a fighter docks at the mother ship, it does have to reload and re-fuel. The term laser-torpedo is a more acurate term and it sort implies a physical and energy part.

Cylon ships also use turbo lasers and pulsar weapons on their ships, but the way they function is different. While it is not known how they work precisely, it is known that they give off large amounts of di-ethene gas, which can be fatal to human life. this was also a way of detecting early Cylon Asteroid ships - after a combat encounter the asteroid would be covered with di-ethene gas which could be detected by Colonial ship - if they had a suspicion that a Cylon could be lurking nearby.

Missiles and their use

Secondary weapons carried by some ships include the missile launcher. Missiles have their place in space combat because the warhead that can be carried by the ship can be devastating if it hits. Unfortunately getting it to hit can be a problem as there are many ways that the missile can be intercepted because it reaches it is target, or it can be jammed or shot down by the target ship, and as such they are usually close range weapons or used in planetary bombardment. Colonial doctrine is to use missiles offensively - their ships get close to the opponent and then they fire a full barrage. Coupled with fighter cover, this is usually enough to overwhelm a ships close in defences and inflict major damage.

Cylon missiles are usually slow drones that are more intended for planetary bombardment than actual space combat, although they can have their uses, especially when used to swamp a targets defensive systems.

Electronic Warfare and Defensive Screens

All military vessels employ electronic defensive screens of some sort. They fill the space around the target ship with electronic static and countermeasures in an attempt to fool target and tracking computers. They can also interfere with missile guidance systems. As such, they make it harder for an enemy ship to hit the target, but if the target is hit, then the damage it receives is completely unneffected. The closer one gets to the enemy ship though, the easier it is to actually penetrate these shields and thus void that crafts ability to protect itself.

Fighters do not tend to carry shields of these sorts because they only carry enough power for their speed and weapons. Their small size tends to protect them against a capital ships weapons. A capital ship too, tends to not have much defence against a fighters attacks as the fighter generally gets so close to it is intended target that if the computer can not lock on, the pilot has a better than fair chance of hitting the target ship using just his own vision and instincts.

The main defence of a ship is it is armour. Every ship, be it Colonial or Cylon is usually covered in a thick layer of protective armour. While this armour does protect a ship in the conventional manner, it also protects a ship against energy weapons by spreading that energy across a much wider section of the armour than was hit, and this allows it to bleed that energy back into space.

Force Field Technology

Force field technology does exist, but not in a combat role. Instead force fields are used for blocking and barring openings to the elements and personal. For example, Colonial Warrior helms use force fields to shield the pilot from the vacuum of space. Whilst they can not be used as space suits, the helms can be used as breathing units, the field keeping the air in. Landing bays use force fields to fill the space that craft land in. Again, the landing bay looks open, but a force field stops the air leaving the bay. Finally, another important role for force fields is in prisons. Prison doors integrate force fields to keep their occupants in place.

Other Notes:

What is medical technology like?

Colonial medical technology is quite advanced. It has decontamination units that quickly and efficently destroy alien viruses and germs. It has bone setters that can repair and fuse broken bones within minutes (and make them stronger than before), cyro tubes that can lower the temperature of the body to allow it to use less resources (oxygen and the like) making is survive for longer until cures can be found. DNA mapping and matching can be done to determine biological parents, and a wide range of anti-viral cures are available, most simply requiring a pill or hypo spray injection. Results are usually quite quick to see. Obviously because the war has been going on for so long, medical advances were bound to happen.

Cylons to have a wide interest and knowledge in human anatomy, and their abilities in human medicene is also good. Unfortunately this is mainly because they use it to torture and keep alive their prisoners.

Food Production and Plant Growth

The Colonials have developed methods of rapid plant growth, able to grow plants in a day, and have them ready for harvesting in two or three at most. The technology exists to allow for plant growth in almost all conditions providing some natural light and heat exists (and thus these techniques do not work on ice planets). This process is used a lot to help feed the Colonial people, especially the world Aeriana.

Simluator Technology

The Colonials have great simulator technology. It can be compared to *Star Trek* Holodeck technology, but is slightly different. Everything produced is illusion with only limited tactile response and the range of area available is limited to the size of the simulator. This means that nearly any sort of terrain can be produced and scampered over, but set piece ground battles must be limited in their size. Viper pilots have it slightly differently. There is no limitations to the amount of space that can be produced but to get this,each Warrior must be seated in their own cockpit simulator, although these can be linked together. Simulators are used to train Warriors and are mainly used in ground academies where they can be built to large sizes. It is rare for ships to have anything but a few cockpit simulators, and then only large vessels will have them.

Colonial simulators can reproduce Cylon opponents quite accurately, but have problems trying to detail humans, both in response and appearance.

The Colonials also have another form of simulator technology, developed by the Sagitarians, called Fantasy Interplay Technology. What this does is project fantasies directly into the users mind. It plays to the senses in via the mind, and thus to anyone standing next to the user, they will see nothing. However, the same images can be projected via a screen, although this will lose a lot as to the user, they are actually in the situation. It is hardly used for military training, however it is used a lot in the entertainment industry, especially the gaming community. It also has its medical uses as well.

Cylons however, do not tend to use simulators much, if at all, for training. Instead, they use small portable devices that are used solely to project the image of a single person, usually someone that the Cylon wishes to study for tactical purposes. This device is programmed with as much information as the Cylons can find out about them - mainly from prisoners - and thus the device is only as good as the programmers. However, with the right amount of information, the device can be very accurate in its protrayal.

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UNITS AND MEASUREMENTS

The following is a list of commonly used terms by the Colonials (and their almost 'Earth time' equivalents in usage if not in actual time periods). Note that the series was full of conflicting terms, so this is some attempt to define the terms exactly for this setting. The Colonials use base ten for their time units as well as for most of their measurements.

Terms in yellow

are Colonial and Cylon units, whilst terms in green
are Earth equivilants.

Time

The Colonials use several time scales - local time for individual planets, and standard time, which is used for the military, space travel and important events. Standard time is what is listed here.

micron(s)	*[second]*
microcenton	*(1 micron, not widely used term)*
centon	*[minute]*
	also used quite a lot as an expressional, such as "just a moment" becomes "just a centon".
millicenton	10 centons
centar(s/ies/es)	*[hour]*
	Most Colonial times are actually given in centars rather than larger units.
cycle	8 centars, part of a time cycle or day. There are three cycles in a 24 centarie period - first cycle, duty cycle and light cycle
day	*(24 centars, not widely used term)*
time cycle	24 centars or e cycles
secton(s)	*[week]*
quarton(s)	*(1 secton, not widely used term)*
sectar(es)	*[month]*
yahren	*[year]*
centuron	100 yahren
millenium	1,000 yahren

Thus:

1 centon = 100 microns
1 centar = 100 centons
1 day = 24 centars

1 secton = 5 days
1 sectar = 4 sectons
1 yahren = 10 sectares

See notes for more information.

Distance

centimetron	*[1 centimetre]*
metron	100 centimetrons *[1 metre]*
micron	*[1 kilometre]*
maxim	*[10 kilometres]*
hectare	*[around 14,500,000 kilometres *]*
parsec	*[1 AU or around 150 million kilometres *]*

Other

laxar	unit of mass *[1 kilogram]*
megon	1,000 laxars *[1 metric ton]*
laxon	unit of dry measurement *[1 bushel]*
kilon	unit of power *[1 kilojoule]*
voltons	voltage unit *[1 volt]*
wavelon	unit of wavelength
radion	unit of radiation
ergon	unit of energy

* distance gained from the writers guide for the series, and are not the real astronomical values.

It is also confusing to note that the series uses the term galaxy and system to mean similiar things sometimes, and then throws in the term universe to also sometime mean galaxy.

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LEXICON OF WORDS

The following is a small collection of words and expressions that are in common use with Colonial and Cylon people and their equivilant in modern day English.
This is not a collection of terms and names which can be used to identify certain events, names and locations from the

series. Instead this is more of a dictionary of words which are in common use, although slanted towards the Colonial way of life.
You will not find names of people, places, ships or events here unless relevant.

For a much more complete and expanded lexicon of terms, places, people, events and more, please consult the Battlestar Galactica Concordance or the Battlestar Wiki.

For a full animal listing, see here.

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z Expressions

Agron Outpost	Agriculture/Farming colony
Ale	Beer type of alcoholic drink
Ambrosa	Fine wine *[Note the correct spelling]*
Android	A robot made to look and act like a human.
Arnament Day	Colonial National Holiday
Ascensior	Lift, elevator
Asteral Winds	Winds produced by gravities interacting between close orbit planets.
Astralon	Asteroid
Avion	Bird
Bacteria Trap	Slang for the decontamination chambers aboard starships
Baharri	Intoxicating spirit drink
Barge Lice	Slang for prisoners on a prison ship
Bio-Pulse Lines	Pulse and vital signs of a patient
Bio-robotics	The study of robots designed to look and mimic a particular race. Note that these are not biological robots though, they are still mechanical inside. Colonial Institutes are quite advanced in this respect.
Blackshirt	Slang for Council Security personnel
Book of Strategy	Colonial Warriors manual
Book of the Word	Colonial sacred texts
Books of the Lords of Kobol	Colonial sacred texts detailing the Lords of Kobol, their teachings and morals, many of which are still in use today
Boraton	Firefighting foam
Bovine	Cattle, mainly cows
Brig	Detention centre on starships
Buritician	Heridatary noble, usually leaders of the Colonies
Buzzer	Slang for homemade intoxicating drinks

Carbide	Carbon Dioxide
Celestrial Chamber	Early navigation domes on ships
Centar	Hour
Centon	Minute
Centuron	100
Chancery	Gambling den
Commanders Court	Military court
Computron	Computer
Council of the Twelve	See Quorum of the Twelve
Crawlon	Spider
Cubit	Standard money of the Colonials. Gold coin, valued by weight.
Cycle	Period of time, usually 8 centars signifying a work period. There are three cycles to the day.
Cryogenic Suspension	Process of freezing the human body in a Cyrogen tube until a cure can be found. Early cultures also use these to travel between the stars.
Cyrogen Tube	A device used to put a person in cyrogenic suspensions, or deep freeze
Daggit	Dog
Datapad	Hand held palm computer
Death Stone	Grave stone
Designation	Career, job
Diables	The Devil or a demon
Di-ethene	A toxic gas given off by Cylon weapons, and sometimes Tylium refining
Drone	Robot, usually slow and dumb, for menial or heavy labour duties.
Duckit	Permit, ticket
Electro-Identification System	Colonial system for determining whether a ship is friendly or not. If the result of a EIS scan is positive, then the ship is friendly. All Colonial ships broadcast this and thus it can be turned off to avoid detection.
Electronic Defence Shields	The main defence for ships, this is electronic warfare designed to confuse and jam enemy electronics.
Elite Class	First class or luxury class
Energiser	Power generator

Epistle	Letter, as in, "to write a letter"
Equine	Horse
Feldercarb	Sh*t or Cr*p
Finite Laser Extractor	Medical tool for extract a holographic image of a neuro cell.
Finite microlaser	Medical tool for use in surgery
First Orbit Cadet	Slang for a rookie pilot
Fleet Commline Alpha	Secure and scrambled communications channel between Colonial warships
Forced Nitron Process	A Colonial method for force growing plants to create a crop very quickly
Frak	F*ck
Fumarello	Cigar
Furlon	A leave period
Gamma Frequency	Old and obsolete radio frequency
Grid Barg	Slang for a prison transport.
Grid Rats	Slang for prisoners on a prison transport
Grog	Beer type drink. A good quality grog actually has mild aphrodisiac qualities.
Hades	Hell
Hand Mine	Grenade
Hectare	14,500,000 kilometres
Hemo-type	Blood type
High Band	Communications Channel, possible an emergancy frequency
Hi-Lo	A card game where the objective is to get higher or lower than the dealer
Hovermobile	An air cushion vehicle, the common transport for Colonials
Instructional Period	A period for learning.
Ion Trail	The exhaust trail given off by Colonial starships
K-Biscuit	Snack food
Kinsman	Family relative
Kobol	Planet from which all human life originated
Languatron	Language translater computer
Laser	Standard term for most weapons, even though most weapons are in fact blasters and not really lasers.

Laser Range	Firing range, used for practise
Laseronic Ergon Scan	A test to determine whether the output of a laser weapon is the same as the impact of a laser on a target.
Launch Field	Landing area, airport
Life Centre	Medical bay
Life Pod	A medical unit for holding a critically ill patient
Life Station	Medical bay
Lords of Kobol	Ancient rulers of Kobol
Lupine	Wolf
Marker Beacon	A signal given off by Colonial ships to allow other friendly ships to track them.
Marron Drive	Standard Faster Than Light drive of the Colonials
Maxim	10 microns (distance)
Mephistopheles	The Devil
Meteor Fire	A meteor storm that enters and burns up in a planets atmosphere
Metron	1 metre
Micron	Second
Micron	Kilometre
Microcenton	Micron, not widely used
Millenium	1,000 yahrens
Millicenton	10 centons
Modocker	An expletive, a rude - but friendly - name for someone.
Mugjapess	Maggots
Mushies	Snack food, sweets
Night Flyer	Night owl
Numo	Primative compressed air rifle type weapon
Novayahren	Birthday
Officiator	Sports referee
Opposer	Prosecuter in a court of law
Oregg	Gold
Orion Cheques	Monetary unit of Orion and legal tender within the Colonies.
Ovine	Cattle, mainly Oxen
Parsec	1 Astronomical Unit
Pluton	A form of radition, deadly
Pods	Generic term for any hidden or camouflaged Cylon ground base
Pogees	Balls, usually slang

Powersled	A tracked cargo transport vehicle
Praesidium	Central governing body of a planet. Each Coloial world had its own Praesidium.
Primaries	Basic food types, healthy
Protector	Defending council in a court of law
Psycho-Electron Recall	A mechanical method of helping or forcing the recipiant to reveal hidden memories or to get them to reveal the truth.
Pyramid	Card game
Quarton	Week of 5 days, not widely used
Quorum of the Twelve	Leadership of the Colonials
Radion	Radiation. Radion Levels are radiation levels, the higher, the more deadly.
Rejuvenation Centre	Rest room or common area
Respiratory Probe	Device to monitor the breathing of a patient
Sagan	God, or a good Colonial Deity
Sagitarian Straight Arrow	Spirit drink
Seal	Marriage
Secton	Week
Sectar	Month
Servitor	Servant, waitor
Seven and Eleven	Card game
Sire/Siress	Male or Female noble, not neccassarily a Buritician
Spacedome	A spaceport or landing ground. Larger than a launch field.
Socialator	A Scorpion female trained in the art of entertainment and the pleasure of others. Training includes the arts, dance, music and sex. Can speak knowledgely on most subjects, and on their home world, looked on with respect. Not everyone appreciates them though.
Solium	A refined liquid fuel of Tylium
Solenite	A powerful explosive, made from refined Solium
Star	In addition to being an astronomy reference, the word "Star" can also refer to a space ship, and is interchangeable with that word. For example *Baseship* and *Basestar*, The star *Kobol* and the ship *Kobol*.
Stripped and	A military punishment. Means to be stripped of ones rank and thrown

Moduled	in the brig.
Support Vapours	Artifical oxygen supply on board space ships
Tape Corder	An audio recording device, the name being a hold over from primitive devices which used magnetic tape.
Tech Levels	Engineering decks of a spacecraft
Temblor	Tremor, earthquake
Testing Drones	A term for a testing device. Human testing drones would be human guinea pigs.
Travelator	Travel agent
Triad	Popular Colonial sports game
Tribunal	Court hearing
Turboflush	Toilet
Turbowash	Shower
Tylium	A volitile substance, which when refined into liquid, is used for fuel
Ultrasonic Scub	A procedure to clean and sterilize a medical personels body before a medical operation.
Unicom	Standard Colonial Fleet communications channel.
Unicorn	The standard riding animal of the Colonials. A Unicorn is much like a horse only they have a small horn on their heads. Some are rumoured to have telepathic powers.
Valcron	Material used to make clothing
Vapor Point	Boiling Point for a liquid
Victurals	Consumables, mainly referring to snacks
Warbook	Computer identification system
Wing Command	Flight operations centre on a spacecraft
Yahren	Year

Expressions:

"Cut through the feldercarb"	Cut through the bull
"Sniff plant vapours"	To take drugs
"Scare the pogees out of"	To frighten
"Jar my chips"	Stir up, shake me up
"For Sagans sake!"	For gods sake
"Eating ion vapors"	Eating dust
Equinus' Altrum	Horses ass

To be Starbucked	To be out manoeuvred where the only possibly outcome is defeat (7335 onwards)
"Got you by the pogees"	Got you by the balls

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PLANETS

Arilos:

Planetary Data:
Government: Human *Climate:* Normal *Size:* Medium *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 40% *Terrain Type:* Plains/Steppe

Established by pioneers before the start of the Thousand Yahren War, the planet was devastated early on by Cylon forces and then left. It is now a recovering planet, but one that has no space ships and a very mixed technological base. It is generally left alone by the Cylons because it poses them no threat at all, but as soon as it does, Cylon troops stationed nearby will destroy it. As it is, they raid the planet every so often just to make sure the human population never gets too large.

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PLANETS

Attila:

Planetary Data:
Government: Human *Climate:* Normal *Size:* Large *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 60% *Terrain Type:* Forest

Attila is a lush forest world way out of the way of the Colonies. It was inhabitaed by a group of Scorpion political opponents who put themselves in exile rather than risk the wrath of their government in around 7290, and there they thought themselves safe. Unfortunately the Cylons invaded 50 yahrens later and killed most of the populations. The survivors conducted guerrila warfare until the Cylons left the planet in 7343.

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PLANETS

Baalfarr:

Planetary Data:
Government: None *Climate:* Warm *Size:* Large *Gravity:* Low *Atmosphere:* Breathable/Thin *Surface Water:* 55% *Terrain Type:* Plains/Steppe

Baalfarr is a normal world, but one with no large animal life. The reason for this is that the planet has an ariel predator - a floating jelly-fish type creature. The creature itself is very flimsly and light, having a balloon sack which supports methane gas which allows it to float in packs. Underneath, the creature has poisonous stinging tentacles through which it grabs and kills its prey. Very easy to kill, these predators tend to explode when shot.

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PLANETS

Balcon:

Planetary Data:
Government: Cylon *Climate:* Normal *Size:* Large *Gravity:* Medium *Atmosphere:* Breathable/Dense *Surface Water:* 40% *Terrain Type:* Forest/Plains

Balcon used to be home to a small Colonial settlement - a small town and research centre - situated just outside of normal Colonial space. The place was remote but essential as Balcon is the location of the ruins of a long lost alien race. Not much is known about this race as the ruins have been dead a long time, but it was enough to supply the settlement with a constant stream of scientists.

Unfortunately, near the start of the war, the settlement was overrun and destroyed and now the planet is occupied by the Cylons. Like the Colonials though, the Cylons have not fortified the planet, instead, they have set up a scientific base near the location of the Colonial base and are also studying the ruins there.

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Borella:

Planetary Data:
Government: Human *Climate:* Hot *Size:* Medium *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 20% *Terrain Type:* Desert/Barren

A hot, desert and inhospital world, Borella is home to an off-shoot of the Colonial race, the Borellian Nomen. The overly large and hot sun makes Borella a dry world where the Nomen wage a daily war for survival. It does not export much and has little to do with the Colonials unless it has to.

Carillon:

Planetary Data:
Government: None *Climate:* Warm *Size:* Medium *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 20% *Terrain Type:* Plains/Barren

For a long time, no one paid Carillon any attention, thinking it had no value, and being in tidal locked perpetual twilight, was not the greatest place to visit either. Then, around 7280, it was found to contain Tylium and a small mining colony (under control of Count Baltar) was established. For some reason, this was then adandoned, along with the rest of the planet. A few years later, the Cylons started to mine the Madagen for some reason unknown. The Cylons secretly established a garrison there, along with mining facilities. Ovions also live here and have their own hidden 'tourist' industry which supplements their food supply. The Colonials only find out about this when the Colonies are destroyed. With their knowledge, the planet is destroyed in 7342.

The planet has (had) two moons orbiting it.

Casmoro Acapellico:

Planetary Data:
Government: Colonial *Climate:* NA *Size:* NA *Gravity:* NA *Atmosphere:* NA *Surface Water:* NA *Terrain Type:* NA

The Acapellico is another collection of worlds, a bit like the Cyranus System. It contains several suns with a multitude of worlds circling them in various orbits. Home to early colonists from the Colonies.

Cassarion:

Planetary Data:
Government: Cylon *Climate:* Cool *Size:* Small *Gravity:* Low *Atmosphere:* Breathable/Thin *Surface Water:* 50% *Terrain Type:* Hilly/Rough

A small world, home to a small Colonial colony. Not very noteworthy, but it was quickly over run by Cylons who converted it into a small raiding outpost.

Cimtar:

Planetary Data:
Government: None *Climate:* Frozen *Size:* Small *Gravity:* None *Atmosphere:* None *Surface Water:* None *Terrain Type:* Rocky/Barren

The old moon of Cimtar orbits a large dead world. The moon has no atmosphere, but it does have frequent mist clouds circling it. The world has never been inhabitated.

Cordugo Pit:

Planetary Data:
Government: Pirate *Climate:* Cool *Size:* Medium *Gravity:* Low *Atmosphere:* Polluted/Thin *Surface Water:* 20% *Terrain Type:* Rocky/Barren

Considered little more than a rumour - except for those who live there - this is a pirate world, and is generally full of the kind of scum that that profession enlists. As well as being home to pirates, there is an Ovion presence here, running a market place where anything can be bought - for a price. The capital of the planet is a place called Pleasure Dome, and it is also home to the largest slce market on the planet.

Croaden:

Planetary Data:
Government: Human *Climate:* Cool *Size:* Small *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 50% *Terrain Type:* Plains/Steppe

Croaden is a small agricultural world run by humans who long been forgotten by the Colonials and who wish to remain hidden by the Cylons. They do not have a lot of technology and pose no threat to any invading force, which is why the Cylons have probably left them alone.

Cylon:

Planetary Data:
Government: Cylon *Climate:* Hot *Size:* Medium *Gravity:* Medium *Atmosphere:* Polluted/Normal *Surface Water:* 25% *Terrain Type:* City

Cylon is the homeword of the Cylon Race. It used to be a hot, wet swamp world. Now, it is completely covered in Cylon cities and factories

Cyranus System:

Planetary Data:
Government: Colonial *Climate:* NA *Size:* NA *Gravity:* NA *Atmosphere:* Breathable/Normal *Surface Water:* NA *Terrain Type:* NA

The home system of the Colonials. It consists of three suns and twelve planets, in various stages of hospitality. The central sun has three worlds (the Inner Planets - Virgon, Sagitara, Caprica) circling it, and the outer sun orbits that with the other planets surrounding it.

Enoch:

Planetary Data:
Government: None *Climate:* Warm *Size:* Medium *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 60% *Terrain Type:* Jungle

Named after one of the Colonial scientists to study the world, Enoch is a lush but primitive jungle planet. It is inhabited by a large humanoid ape man species who are not all that friendly to outsiders. A Colonial expedition was sent here many yahrens ago, but they were not heard from again and no second expedition was ever sent, so their fate remains unknown but presumed dead.

Enoch orbits a unstable star which seems to constantly be wracked by sunspot activity making communications out of the system difficult.

Equallus:

Planetary Data:
Government: Human *Climate:* Warm *Size:* Medium *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 50% *Terrain Type:* Plains/Steppe

A farming community, once part of the Colony worlds, and then forgotten about when the war with the Cylons heated up. The world is home to humans and a large population of Borays who live uneasily together.

Gorgon:

Planetary Data:
Government: None *Climate:* Normal *Size:* Medium *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 50% *Terrain Type:* Plain/Barren

Gorgon is a world little known to the Colonials, but they do have a small scientific station there. It is believed that the world was once inhabited by humans from before the Colonies were formed, and thus the general consensus is that people from Kobol founded this world. Everything about the world is old an ancient and there is much that the Colonials do not understand, such as the mazes and tunnels that riddle the world. Even the animal life of reptilian and snake-like forms are a mystery onto themselves, and dangerous as well.

Gomoray:

Planetary Data:
Government: Cylon *Climate:* Normal *Size:* Medium *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 60% *Terrain Type:* Marsh

The Cryllion star system was home to the Delphian Empire and their homeworld, the planet of Gomoray. An advanced but peaceful race, the Delphians had sporadic contact with the Colonies and were a source of fuel and supplies until they were made extinct by the Cylons in 7335 and their homeworld was converted into the Southern Capital of the Cylon Empire.

Harsis:

Planetary Data:
Government: Cylon *Climate:* Warm *Size:* Medium *Gravity:* High *Atmosphere:* Breathable/Normal *Surface Water:* 55% *Terrain Type:* Forest/Jungle

The start of the Thousand Yahren War. The Harsis were a peaceful race who were suddenly attacked by what were thought by pirates, but it then transpired that it was Cylon Raiders. Reasons for attacks remain unknown, but the raids escalated into full blown invasion. The Harsis sent a plea for help to the young Colonial Worlds, who responded with military force. The attack force was destroyed, and the Harsis was exterminated. The Cylons then turned their attention to the Colonials.

Ice Planet Thule:

Planetary Data:
Government: Colonial *Climate:* Very Cold *Size:* Medium *Gravity:* Medium *Atmosphere:* Breathable/Thin *Surface Water:* 80% *Terrain Type:* Icy/Mountainous

A Colonial planet used to train warriors in artic conditions. It is a bleak, cold world, covered with snow and ice.

Ich'Tu'Ta:

Planetary Data:
Government: Ich'Tu *Climate:* Cool *Size:* Medium *Gravity:* Low *Atmosphere:* Breathable/Thin *Surface Water:* 70% *Terrain Type:* Forest/Plains

Ich'Tu'Ta is the homeworld of the Ich'Tu. It is a world suited to the fragile alien race and is literally buzzing with sounds from all over. There is not much in the way of dangerous animal life on the planet, and the atmosphere, whilst thin for human tastes, is pleasant with a constant temperature all year round. The planet does not do variable seasons.

Kapla:

Planetary Data:
Government: Colonial *Climate:* Very Cold *Size:* Small *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 50% *Terrain Type:* Icy/Barren

A cold, bleak, ice planet, which houses a sizable snow Colonial snow garrison.

Khelana:

Planetary Data:
Government: Colonial *Climate:* Normal *Size:* Medium *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 70% *Terrain Type:* Forest

Khelana was one of the prime holiday worlds for the Colonial people. The planet is lush, rich with native animal life, forests, sandy beaches and without so much as a major city, simply a few well established holiday resorts. Even the main space port is in orbit with all traffic to the surface being via suborbital craft only. It was favourite place for romantic holidays and "long weekends away".

Kobol:

Planetary Data:
Government: None *Climate:* Warm Cold *Size:* Medium *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 30% *Terrain Type:* Barren

Kobol is the lost homeworld of Humanity and the Thirteen Tribes of Man. The location of Kobol has been lost in the midst of time and the world will not be remembered for what it is until after the Thousand Yahren War. However, it is possible that people will visit the world before then, but no settlements or cities will ever again be built on the planet, and if the secret of the world is uncovered, events will allow it to remain a secret.

Because Kobol is right on the fringe of the magnetic void, it is generally missed by most space traffic and those ships that do pass it by tend to ignore its significance and treat it as just another dead world.

Lame:

Planetary Data:
Government: Drazn *Climate:* Warm *Size:* Medium *Gravity:* High *Atmosphere:* Polluted/Thin *Surface Water:* 10% *Terrain Type:* Barren

Lame is almost a dead world. It is home to the Drazn, a species who managed to destroy their world (and almost themselves too) by a nuclear war many hundreds of yahrens ago. The planet has never really recovered and so the Drazn live underground and trade for most of their resources.

Lonn:

Planetary Data:
Government: None *Climate:* Warm *Size:* Medium *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 40% *Terrain Type:* Hilly

Lonn is inhabitated by medieval style short humanoid creatures. While friendly, these creatures are also very honest and know almost no crime, and thus all crimes are punished by death. They do not cheat or lie. Because they are so technologically unadvanced, the Cylons leave them alone. If they ever develop space flight, the Cylons will come and visit them again.

Molecay:

Planetary Data:
Government: Colonial *Climate:* Normal *Size:* Large *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 50% *Terrain Type:* Plains/Steppe

Molecay was a Colonial colony and outpost. The system contains one star and one main planet which is surrounded by many satellites and moons. The planet of Molecay and most of its many moons are habitable. There are other planets in the system as well, but only the one inhabitated.

Myus:

Planetary Data:
Government: Cylon *Climate:* Frozen *Size:* NA *Gravity:* None *Atmosphere:* None *Surface Water:* NA *Terrain Type:* Rocky/Barren

Myus is mainly an asteroid system with only a couple of small planets and a dark sun. Never really of much importance until the Cylons built a joint command and supply centre there in early 6960, which they used to control some of their fleet operations. Does have some mining potential thought.

Narak IV:

Planetary Data:
Government: None *Climate:* Normal *Size:* Medium *Gravity:* High *Atmosphere:* Breathable/Dense *Surface Water:* 45% *Terrain Type:* Mountainous

A generally uninhabited world, although able to support life and with a small ecosystem of its own. Of no strategic or commercial value and generally left alone.

Naytar:

Planetary Data:
Government: Colonial *Climate:* Cool *Size:* Small *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 50% *Terrain Type:* Plains/Steppe

Naytar was an early Colonial colony, and while quite small, was fairly successful. With the coming of the war to their part of the galaxy, Naytar was destroyed by the Cylons and turned into a Cylon base of operations. in Cylon hands, this was fairly unsuccessful as whenever the base was (re)built, it would be destroyed by the Colonials, for while they could never recapture the planet, they could make it unviable for their enemy. The Battlestar *Galactica* had the perserve honour of being the Colonial warship to destroy the base the largest amount of times.

Onakan III:

Planetary Data:
Government: Cylon *Climate:* Warm *Size:* Medium *Gravity:* Low *Atmosphere:* Breathable/Normal *Surface Water:* 60% *Terrain Type:* Mountainous

Onakan III is a Cylon outpost, and a heavily fortified one at that. In addition to powerful scanning and detection sensors, the base contains large anti-ship defences and missiles, and four full squadrons of Raiders, as well as a sizable ground garrison. All of this is wrapped in thick armour. It is a constant target by Colonial forces.

Opelon:

Planetary Data:
Government: Cylon *Climate:* Very Cold *Size:* Medium *Gravity:* Medium *Atmosphere:* Polluted/Normal *Surface Water:* 30% *Terrain Type:* Barren

This is a strong Cylon held mining world within Colonial space, which is noted for it is vast array of resources available, ranging from Tylium to gold and other precious metals.

Orion:

Planetary Data:
Government: Orion *Climate:* Warm *Size:* Large *Gravity:* Medium *Atmosphere:* Breathable/Thin *Surface Water:* 25% *Terrain Type:* Hilly

A trading partner of the Colonies, but not actually allied to them militarily. The world is a long way from the Colonies, so usually contact is via Colonial transport instead of Orion traders coming to the Colonies. Their money is accepted within the Colonial Worlds, and they can trade almost any sort of good or manufactured product. Orion is also one of the largest gambling dens around, catering for many species, and also a major manufacturing base. It is also a very popular holiday destination for those Colonials wishing to get away from it all, Orion being about as far removed from the war with the Cylons as you can get and still be in charted space.

Pinnius:

Planetary Data:
Government: Colonial *Climate:* Warm *Size:* Large *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 60% *Terrain Type:* Jungle

A fairly large Colonial colony, noteable for it is large cities and second only to Orion for its gambling dens.

Proteus:

Planetary Data:
Government: Colonial *Climate:* Normal *Size:* Small *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 50% *Terrain Type:* Hilly

One of many prison asteroids set up by the Colonials, and then left and forgotten as the war started. Many of these forgotten asteroid penal colonies would eventually form their own cultures.

Quotara:

Planetary Data:
Government: Colonial *Climate:* Warm *Size:* Medium *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 60% *Terrain Type:* Forest

Quotara is a beautiful holiday cruise system for the Colonials. The system itself consists of seven red stars orbiting a blue star, making for a fantastic sight seeing trip. Several prestigious cruise companies operate this area, and as it has always been beyond the Colonies, has never been a target for the Cylons, making it an excellant place to get away from everything.

Sansar:

Planetary Data:
Government: Cylon *Climate:* Warm *Size:* Medium *Gravity:* Medium *Atmosphere:* Polluted/Normal *Surface Water:* 40% *Terrain Type:* Plains/Steppe

Sansar is a fairly typical Cylon planet, with Cylon cities, a substantial military presence, and strong defences. It is a hotbed for Cylon politics.

Sectar:

Planetary Data:
Government: Human *Climate:* Normal *Size:* Medium *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 60% *Terrain Type:* Hilly

An out of the way agro planet, Sectar is home to small agro communities who produce grain and food for several local planets. The planet is home to both humans and Borays who, until 7340 managed to co-exist in peace.

Sellian Asteroid belt:

Planetary Data:
Government: None *Climate:* NA *Size:* NA *Gravity:* NA *Atmosphere:* NA *Surface Water:* NA *Terrain Type:* NA

A never inhabitated section of space, known for being almost entirely composed of asteroid belts. It is a dangerous area of space for ships to travel in, especially large ships which are not nimble enough to dodge the asteroids.

Skafraxia:

Planetary Data:
Government: Skafrxian *Climate:* Normal *Size:* Large *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 90% *Terrain Type:* Plains/Steppe

Skafraxia is home to one of the few Cylon slave races that actually like to serve their masters. The Skafraxians are a race of shapechanging creatures whom the Cylons occassionally use espionage and traps against other races. The race are not as advanced as the Cylons or Colonials and so the Cylons have a permanent base here to protect their allies.

The world itself is generally normal, but it has a large body of water covering the planet. This water is also used to home eldar Skafraxians who have become too large and lost their shapechanging abilities.

Starlos:

Planetary Data:
Government: Colonial *Climate:* Normal *Size:* Small *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 70% *Terrain Type:* Plains/Steppe

A small agrictultural community with limited supply and refuel facilities.

Tairac:

Planetary Data:
Government: None *Climate:* Very Cold *Size:* Small *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 50% *Terrain Type:* Icy/Mountainous

A cold, ice planet. Would become the home to a Colonial scientist (Dr Ravishol) who created the Theta Class Lifeforms as clones to help in his research. Eventually the Cylons took over the planet, and with the forced help of Dr Ravishol, converted one of his research projects into a deadly pulsar laser cannon.

Tholan:

Planetary Data:
Government: Colonial *Climate:* Frozen *Size:* Small *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 95% *Terrain Type:* Icy

Tholan is a remote ice world, small and featurless apart from the snow and ice. It is home to a very small Colonial listening post (Ice Station Tholan, which is usually what the planet is also called) and because of it is out of the way position has managed to survive undetected by the Cylons for many yahrens. Because of its remote location, it will only fall a few yahrens after the Colonies themselves, however due to its almost complete lack of protection it will be in no position to do anything about the destruction, even if it wanted to, having only a couple of Vipers and shuttles for protection. It is self sufficent.

Trillius:

Planetary Data:
Government: Cylon *Climate:* Warm *Size:* Large *Gravity:* Low *Atmosphere:* Breathable/Normal *Surface Water:* 90% *Terrain Type:* Plains/Steppe

A large water world with oceans covering over 90% of the planets surface. The oceans are teeming with aquatic life of all sorts and the skies are filled with flying reptiles.
All of which means nothing to the Cylons who moved in and established a major space dock, ship construction centre and resupply station there. Despite the major military might present, the Cylons also have a couple of smaller cities present, safe in the defences of the military community.

Tucan:

Planetary Data:
Government: Tucan *Climate:* Cool *Size:* Large *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 50% *Terrain Type:* Plains/Steppe

Not a lot is know about this world, other than the inhabitants all have two mouths, four eyes and make great singers. The people are generally friendly to the Colonies and Tucan can make a great place to visit for a holiday. The Colonials helped the Tucana people when they were attacked by the Cylons and helped them regain their planet, if only for a few more yahrens.

Vega:

Planetary Data:
Government: Colonial *Climate:* Hot *Size:* Large *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 50% *Terrain Type:* Plains/Steppe

A major Colony outpost and colony. Vega is a hot world but rich in mineral content.

Vespa:

Planetary Data:
Government: Colonial *Climate:* Normal *Size:* Medium *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 40% *Terrain Type:* Barren/Rocky

Vespa is a barron world, not really suitable for much. It houses a few small settlements, mainly for mining and geological purposes, but it is not considered anything but a minor place, and its lose would not cause any ripples of panic.
As well as its barron, rough terrain, Vespa has constant and savage storms surrounding it, and is racked by astralon storms too.

Vilium:

Planetary Data:
Government: Colonial *Climate:* NA *Size:* NA *Gravity:* NA *Atmosphere:* NA *Surface Water:* NA *Terrain Type:* NA

Vilium is a system containing a large gas gaint and 17 moons orbiting it. It used to be a mining world for the Colonies, but now has degenerated into a war zone with each side using the gas gaint and moons (some of which are habitable) for cover. There are lots of small bases scattered on the moons, many now are ruins. As well as being a substantial mining operation, the world holds strategic value as a direct route to the Colonies so is currently still being defended.

Zarta:

Planetary Data:
Government: None *Climate:* Warm *Size:* Small *Gravity:* Medium *Atmosphere:* Breathable/Normal *Surface Water:* 60% *Terrain Type:* Forest

A world that will not be (re-)discovered by the Colonials until long after the Exodus. Zarta is a world that elements of the missing Thirteenth Tribe settled on, not wishing to continue their quest. They settled here peacefully, and ultimately paid the price. At some time in the past, the Cylons found the colony and invaded it. The colony was destroyed and all were killed. This happened many hundreds of Yahrens ago, so this leads to many interesting questions about Cylon motives and intents.

NOTES

Each planet has listed for it some basic data about the world itself. This data is brief and only contains the basic facts, and only about the main world in the system.

Government

This is just an indication on where the planets political values were in 7200.

Human	This is a planet that is run by humans, although not neccessarily Colonials.
None	The planet has no political organisation or is uninhabited by sentient beings.

Climate

Ths is an indication of how hot or cold the planet is generally, although tropics are generally warmer and the poles cooler.

Climate	Average
Very Hot	35^{0}C or higher
Hot	30 - 55^{0}C
Warm	20 - 43^{0}C
Normal	15 - 40^{0}C. This is the average temperature for humans.
Cool	5 - 25^{0}C
Cold	-15 - 5^{0}C
Very Cold	-25 - -6^{0}C
Frozen	-40^{0}C

Size

This is the approximate diameter of the world.

Size	Diameter
Tiny	less than 3,200 microns
Small	3,200 - 8,000 microns
Medium	8,000 - 14,500 microns
Large	14,500 - 20,000 microns
Huge	more than 20,000 microns

Gravity

Gravity	Value

None	No gravity
Low	0.01 - 0.74 g
Medium	0.75 - 1.25 g
High	1.26 g or greater

Atmosphere

This is split into two sections and details the type of atmosphere present and the pressure.

None	The planet has no atmosphere of any kind and is unsuitable for human life.
Breathable	Has a Oxygen-nitrogen atmosphere, breathable by humans.
Polluted	The planet has a breathable atmosphere which is tainted by contaminants meaning that breathing gear is usually required. Pulluted worlds do not have to simply be the cause of industry, they can also be the result of planetary conditions (vulcanism), naturally occuring chemicals or other causes.
Exotic	An exotic atmoshphere is usually the result of a mixture of poisonus gases and is not breathable without special equipment.
Corrosive	This is a deadly type of atmosphere which requires full protective suits and breathing gear and unprotected humans will die quickly. Cylon Di-ethane pulsar weapons can produce corrosive atmospheres.
Trace	The atmosphere is only available in thin whisps and even if breathable, additional breathable equipment is required.
Thin	The atmosphere is thinner than normal, but can usually be breathed (if suitable) without too many problems.
Normal	The atmosphere is is of a standard pressure for humans and if suitable can be breathed with no additional breathing gear required.
Dense	The atmosphere is a denser than normal will present breathing difficulties for most people, although humans in normal health will be able to breathe for short periods without special equipment.
Very Dense	The atmosphere is too dense to be able to be breathed without special equipment. In addition, equipment may get damaged by the dense pressure.

Surface Water

This is a percentage of how much free-standing (or frozen) water on the planet.

Terrain Type

This is just a listing of the main type of terrain on the planet. It will not be that will be the only terrain on the planet, just the main type.

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SPATIAL ANOMALIES

Beta Triangle

The Beta Triangle is a large area of space that has at its heart, a very large black hole. This in itself would be a navigational hazard for ships, but compounding this further is the fact that the black hole routinely gives off very damaging gravity waves that make the area of space more dangerous. Add to this the fact that there are many rogue and loose asteroids and planetoids that have not been mapped, and the area is considered avoidable if at all possible.

Colonial and Cylon forces tend to steer clear of the area as travelling within it is a sure way to damage and destroy ships, especially as the rogue objects within its sphere have not been mapped at all. Guides can be found to travel around the edges of the Triangle, but travellers are advised to be wary of old maps of the area as nothing stays still for long enough to be mapped successfully for a long period of time.
However, for precisely this reason, the area is a haven for pirates who make their bases on the many spatial objects found within. Pirates found here are generally considered the more dangerous of the lot as to have survived to make a base of operations here requires some considerable skill and courage, as well as a drop in sanity. The pirates that do operate here are skilled as dropping onto asteroids for cover against the more fierce gravity waves, and most ships are more heavily armoured than normal.

Magnetic Void

The Magnetic Void is a vast area of space where normal sensors and communications do not work. Everyone knows of its location, but no one ventures there as no one has ever returned. Whilst this magnetic void is the largest known, it is not the only one present in this part of space.

Voids are very dangerous. They confuse sensors, making them useless, and communications soon lose their range and break up. Once inside the void, there is only blackness, and the further you travel, the deeper this gets. It is very rare to actually find anything within a void, but occasionally rogue planets ore asteroids can be found there, trapped by the void. The stars can only shine so far inside a void and as a rough guide, when you can not see the stars anymore, you most definitely can not communicate outside the void, or vice versa. With communications, sensors and electronic readings disrupted, combat and navigation literally becomes a line of sight affair with a pilot trusting to skill and eyes rather than to what his useless sensors are telling him.
While Cylons sensors are also affected, a Cylon itself is not disrupted by the void.

Nova Madagen

The Nova Madagen is not actually a nova at all, but instead is a very bright starfield. In addition, this starfield gives out a lot of heat that can be damaging to slow moving craft or small vessels like shuttles and fighters. These small vessels are restricted even more by the fact that their cockpits have to be sealed so as to not allow the pilot to physically go blind and to protect their occupants against the heat. Generally the only way these craft will be able to get through the starfield is if they are piloted through the field by the mother ship.

This Nova Madagon is a naturally occurring phenomenon surrounding most of the navigation routes around the planet Carillon, and allows only one safe access to the system.
Around 7300, the Cylons started mining the Nova Madagen to stop any such access through it.

Space Storms and Astral Winds

Some worlds and planets sometimes get covered with mist or clouds. These resemble vast fog patches that sometimes travel on solar currents. They are called space storms or astral winds. More often though, they just form around planets, being collected by the pull of the planets gravity, and then they dissipate after a while. They are not damaging to a craft passing through them, but they do block visibility and can interfere with a crafts scanner.

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NOTES

Because I have no way of knowing distances between star systems, I have used a sense of time rather than distance to determine how far away things are. This is useful for a number of reasons and helps to keep travel computations down to a minimum. However, the scale of my previous maps did not make sense. Well, it did but it was far too small. According to that map it would only take a few days to travel across to Gomoray and thats plainly bollocks. So, I have rewatched the series up to *"The Living Legend"* trying to get a sense of scale and timing, and the following is my findings.

This is very useful to get a sense of scale. Getting clues as to how long an episode is in time, how much time has elasped since the last episode and using a scale of 1 jump per day (I know, way too much time) means that I can plot a timetable of events. Using this timetable I can then plot a starmap... Probably an odd way of going around it, but I have no other means of information. The starmaps that you see are the results of my findings, and the following is what I get from the series.
Note that all times follow the 1 day = 24 centars, 1 secton = 5 days format.

"Saga of a Star World"

Time elasped: 5 days
The first three episodes take place over roughly five days. The day of the ambush, the return trip the Colonies, the finding of survivors and getting their ships working, the trip to Carillon and the ambush there. It has to be at least 5 days, and the majority of that is actually spent in the Colonies themselves, after all, you do not just load up with ships and people just like that. Then the ships had to be converted for hyperspeed, and all this takes some time. It does lead me to think that there must be something wrong with Cylon sensers and tactics not to have detected their fleet...

"Lost Planet of the Gods"

Time elasped: 5 days
An unfortunate episode to be sure. Finding Kobol so quickly and so near to the Colonies too. Why has not anyone else discovered the planet? Actually, this episode was good for clearing the confusion for Kobol. It is NOT in the void itself. But this also leads to some questions, like if Kobol is not in the void, then why would the Twelve Tribes of Man go into the Void to get to the Colonies? Maybe the Thirteenth Tribe were the sensible ones after all. However, it is still a confusing episode in some respects. Time. Five days - two to get herded to Kobol, one to get through the void and one to land and make a camp.

"The Lost Warrior"

Time elasped: 2 days
Apollo crashes, and is on the planet for two days.

"The Long Patrol"

Time elasped: 2 days
Another iffy episode. We are led to believe that the asteroid dust is the dust for the end of the solar system, but please, do not get me started on their misuse of so many astronomical terms. But Adama states that no one in the Fleet has got this far before. Now I am meaning that to believe the ragtag fleet, not the main Colonial Fleet because otherwise, why would people in *"The Magnificent Warriors"* know about the Colonies? Anyway, Starbuck has one day to court both Athena and Cassie, and then has a one day mission.

"Gun on Ice Planet Zero"

Time elasped: 2 days
At least. We know the *Galactica* has been herded here, and then the strike team land. And have 900 centons to do their job. 900 centons or 9 centars. you are telling me they have 9 hours to get to the moon, climb the mountain and then destroy the gun? Hmmm...

"The Magnificent Warriors"

Time elasped: 2 days
The crew are definitely on the planet for two days. This episode brings an interesting fact though. Adama states that he has been couped up on the *Galactica* for 16 quadrants. Now, a quadrant I think, is a measure of distance, not time, and that leads me to this: If we assume that Adama has not been off the *Galactica* since *"Lost Planet of the Gods"* (not an unreasonable assumption I think), then it is 16 quadrants from Kobol to here. So, if we know the size of a quadrant, we know the distance from there to here. I do not think quadrants are all that big to be honest with you. Judging from a lot of hand signals and movements on their wonderful map on the bridge, I think a quadrant is only a couple of star systems in length. But I have nothing to back that up.

"The Young Lords"<

Time elasped: 3 days
There's one day of previous events and then Starbuck is marooned for 2 days.

"The Living Legend"

Time elasped: 8 days
The reason this is such a large episode is that it takes place over three days (you get that by the fact that Adama keeps saying about meetings in the morning - he says that twice), and when Silverspar and Blue squadron are meeting up for their chat in the Officers Club, Apollo mentions that were not shot down one Cylon scout in the past Secton.

So, all that together comes to 29 days. Of course this does not take in account time between episodes (save for the *"Living Legend"*). We know that they have encountered other planets during their time in space, but because this is near the beginning of the series and the Cylons are still in the minds of people, I am willing to think that only a secton or so passes between each episode at this point, enough for one or two star systems, but no more. So adding 7 sectons between the episodes gives us a total of 54 or so days for the series at that point. Although I am inclined to add some time between "Saga of a Star World" and *"Lost Planet of the Gods"* as food shortages and the like do not seem to be an issue anymore, although they have had their crops regrown on Carillon. Still, not the two yahrens the Timeline originally had.

And this is the basis of the new maps.
The scale is better and Gomoray is now some 45 days travel from the Colonies, which should equate to a journey time of some ninety days at the minimum. Much nicer I think.

Finally, the maps only go up to Gomoray and thus do not include planets like Terra. This is intentional as the *Galactica* only gets out that far during the Exodus, and certainly no one has ventured that far since then. So as I was mainly dealing with the war with the Cylons, I thought that I did not need to go further. I might at some point do additional maps which cover the Exodus, but not just yet.

References:

The first and most important reference, is obviously the television series. The second reference was the various original novilisations that I own. These acknowledge the faster than light problem, that all systems are infact seperate star systems and that everything is generally bigger. Unfortunately it does have some contradictions, so it was used only as a secondary reference. Some names and planetary details were gained from here.

After these references, the other planets and names were gained from other sources, such as the various scripts that did not make it to production, comics, the Enclyopedia Galactica, and various others Galactica related products.

The Star Maps:

The star maps in the background of the bridge and the briefing/council room are the prime sources of information for these prepared maps. They show stars, planets and orbital data, and are both a blessing and a curse.

A blessing because when someone points to a planet and says it is Borellus, then we know that it is Borellus.

The curse is that they put a completely wierd perspective to the whole thing.

[See here for a map example, taken from the Canadian Squadron page.]

From studying a map, I believe that it shows the following information - planets, stars and orbital data. From this, we see that each map usually shows anywhere from one to three star systems, or at least what we as modern day people call star systems or solar systems. Unfortunately this reduces the whole scale of the series and I am not sure is entirely accurate.

Let me explain.

Battlestar Galactica the television series - and therefore the main source of information - never refers to faster than light travel. Infact, light speed is only mentioned a few times, and then is deemed to be a bit of a hassle to get there (Commander Cain *"Living Legend"* of the Pegasus mentions that he will burn half his fuel to get to that speed). Also, the various terms used (system, galaxy and universe) are constantly intermixed with each other. So, we are left with the fact that the Battlestars can not get past light speed on a regular basis, and the star maps show solar systems. Obviously this fact alone contradicts each other as we know from our knowledge of the galaxy that our nearest star is some 4 light years away, which would be at least four years travel to the Galacticta. So, either the star systems in the Galactia Universe are much closer than a single light year, or the ships can travel much quicker.

I believe the later is more to the truth, and the series itself also seems to agree with this, both in the fact that the ships get to one system after another, and also the Cylon Baseships can overtake the Galactica (at the ragtag fleet speed admittedly) in under a Centon *"Lost Planet of the Gods, part I"*.

Another point is that we seem to take the fact that Borellus and Carrilon are seperate star systems. Well, according to the star maps from *"Saga of a Star World"*, they are not, they are all part of one system.

There is evidence to go with this and prove that the whole thing is one huge star system, but in the interest of 'real' science, I have to discount this.

So, maybe the orbital lines are instead travel routes. There is evidence to support this too. *"Saga of a Star World"* agrees with this to a point when Apollo is showing the normal route to Carrillon he effectively traces the orbit with his arm. However, all the orbits do still go round a star, and do not really link with each other except when these orbits meet.

One final problem is that there is no basic reference point on the star maps. I have assumed that there are all based on the Galactica's current location, with it being centred in the middle of the map. There is no real evidence for this, but it seems logical and the numbering does seem to suggest this.

So, I have used the following conclusions:

- The Galactica is in the center of the map.
- The solid red dots on the map are star systems (each with their own suns and planets).
- The red outline circles are hazards to FTL travel.
- The orbit lines are typical travel routes.

Sectors/Quadrants:

These terms are used a lot in the series, and planets and systems are usually listed to be on such a sector or quadrant. Unfortunately from my experience with the series, these terms are interchangeable, and sometime point to an area of space, or even a solar system.

Star maps can be broken into four sections, or four corners. I think each of these is a quadrant. A sector I am not sure of, but I think it refers to any section of space that is larger than a star system and smaller than a quadrant. Judging from *"Lost Planet of the Gods"*, I think the sectors are actually the individual segments on the star maps, and can be labelled using a greek letter and a number (such as delta 5), the letter probably referring to one of the eight sections of a quadrant, and the number to the specific segment. However the reference given in the series does not actually conform to the star map in this way, so this may not be correct at all.

Currently I have not decided what to do with quadrants and sectors. I have not listed them on any maps, and am not sure yet if I will, after all, the map is going to get fairly cluttered and a lot of names are going to have to be made up, which I am sort of loathe to do.

Map Directions:

The maps are in the right (as in left/right) direction because the star maps in the series are shown that way, regardless of the fact that the ships are shown to generally travel from left to right in the series. Gomoray was listed as the Southern Capital of the Cylon Empire, so the Colonials have to be shown underneath them.

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TRAVEL TIMES

Most vessels are capable of faster than light travel (and indeed, many smaller vessels can achieve this too). Ironically, FTL travel is still referred to as Light Speed, a hold over from the early days of space travel when man was still trying to figure out how to breach the light speed barrior. it is correct term should be hyperspeed.

Now hyperspeed is taken for granted with the Marron drive.

While a craft has the potential to simply travel at hyperspeed until its fuel runs out, in reality, the maximum range of a ship is limited by its long range sensors. When travelling at hyperspeed, the craft is still traversing known space and is thus still able to collide with objects in space. The chances of hitting a space craft or other small object in open space is generally so remote to be negligable, but planets, stars and other larger objects pose a different matter.

Planets and stars give additional problems for navigators as well. All these objects have a large gravitional field around them, and this can make a ship deflect off its course as it is sucked into the gravitional well of the object. Most navigators usually give systems a wide berth when plotting their hyperspeed course, but some navigators can use these gravitional fields to their advantage.

As such, before entering hyperspeed, a navigator has to have full access to long range scans so that they can make careful calculations to be able to avoid these objects. This generally makes large military craft able to travel a couple of systems at a time, while a civilian craft will be able to travel to the next system before re-scanning and going into hyperspeed again.

When in hyperspeed itself, only small course corrections (or stopping) is possible, and because craft are now outracing their sensors, it is impossible to actually plot another hyperspeed trip until the craft has exited light speed. However, it should be noted that when plotting a hyperspeed journey, the course itself is not neccassarily a straight line between points A and B.
When in hyperspeed, a ship is able to communicate with others only through the use of its FTL communications. Normal radio and communications channels are too slow to traverse light speed.

hyperspeed burns fuel very quickly, and no ship carries enough for more than a couple of system hops.

Note: Hyperspeed, FTL, Light speed, jump, hyperspace are all terms to describe the same thing.
While these terms are mainly Colonial terms, these notes apply to Cylons with their gravity drives as well.

For my take on hyperspeed, consult these notes.

Hyperspeed Range:

On the average, a civilian craft can make a hyperspeed journey with a range of 10 centars. Then they must stop to recalculate before making another jump. A military craft generally has a range of double this, of some twenty centars. Craft with greatly extended sensors (like a Colonial Warstar) could have a greater range, of up to thirty centars. This range is based on the maps and is used before any calculations for travel times (below).

Computing hyperspeed Travel Times:

The starmap lists travel times between star systems. Using this as a base, it is possible to compute travel times to a system. Take the basic time and then multiply this by the ships hyperspeed modifier.

Some examples (craft with differing values will be listed in their ship description):

Ship Type	**Speed Multiplier**
Fast Military ship (Triton, Priority transport)	x0.75
Large Military ship (Battlestar, Baseship)	x1
Patrolboats	x1.5
Early Large Military ship	x1.5
Civilian vessel	x1.5
Fighter/Shuttle	x2
Early Patrolboat	x2
Early Civilian vessel	x2
Early Fighter/Shuttle	x2.25

Travel times assume a non-direct route to avoid local stellar obstacles (like the Nova of Madagon). A more direct route is possible, and this can mean a saving of up to 20%, but this requires extra time for the navigator to compute and also will mean going through any stellar obstacles, which could mean exiting from hyperspeed to deal with. For example, no one will travel at hyperspeed through a mine field!

A legendary navigator can shave an additional 10% off this travel time.

Note those that ships in a fleet will be travelling at the fastest speed of the slowest ship in the fleet. In the Exodus, the *Galactica* could have made much better time had it not been escorting a fleet of civilian craft, many of which had makeshift FTL drives.

See the Role-playing section for more detail about computing travel times between star systems.

Computing Total Travel Time:

The hyperspeed travel time is only part of the actual time taken to get to a particular planet. Because of gravity distortions around a planet and star, a ship will arrive into a system at it is edge. It will then travel to the inner planets using its more conventional ion drive.

Ignoring a lot of celestrial mechanics and realistic physics, it takes about a day (on average 24 centars) to get from the outer system to the inner habitable zone. This can be modified as follows:

Ship Type	**Speed Multiplier**
Military ship	x1
Civilian vessel	x1.5

Fighter	x0.5
Ship is in a hurry	x0.75
Ship is taking a round about route	x1.5 and upwards

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BASIC TECH NOTES

Please note that this is not an attempt to turn **Battlestar Galactica** into a hard science show, nor even attempt to explain things using modern knowledge. Instead it is intended to give some answers in vague terms on how things work for purely a background or role-playing note. A lot of information is taken from the original novels.

Whilst most of this information is written from a Colonial point of view, it applies equally to the Cylons unless stated.

For notes on these notes, see here.

Movement and Power:

What types of movement are there in space?

There are types of movement systems needed in space - sublight and hyperspeed.

Sublight travel is how a ship moves anywhere within a single star system. Generally the speed is below the speed of light (hence the name) and travel times within a system will take a few centars or less. All combat between space fleets is conducted at sublight speeds.

Hyperspeed travel is sometimes referred to as Hyperspace travel or light speed. The act of entering hyperspeed is sometimes called jumping.

Hyperspeed travel is needed when a ship needs to move to another star system. When the ship enters hyperspeed, it appears to disappear from view. When a ship exits from hyperspeed, it it 'blinks' into existance. In actual fact, the ship is just travelling faster than be detected. Travel through hyperspeed takes longer then sublight travel, from a few centars to days for long jumps. Once in hyperspeed, the ship is effectively cut off from the rest of the universe except for some forms of communication. The ship does not actually leave the known universe though, and while man made objects will not be able to intercept the craft, it is still effected by objects like planets and stars, and man made minefields will still hinder a ships travel.

An excellent example of hyperspeed travel can be seen in the Playstation and X-Box ***Battlestar Galactica*** *game. This shows the travel perfectly.*

How do Colonial ships move at Hyperspeed?

Colonial ships move via their Marron hyperdrive engines. These engines propel a ship through hyperspeed towards their target destination. The drives are named after the woman who invented them. It works by creating a hyperspeed field around the ship and then speeding the ship to the new co-ordinates. The time taken to travel to a new system depends on the power of the drive and the distance travelled, and can take a few centars.

When exploring into the unknown, the time to program a jump to hyperspeed rises enormously as the exit point has to calculated from unknown variables, and this can lead to errors, resulting in either a different exit point or a mis-jump, and potentially loss of ship. As a result, these kind of jumps are not rushed. A ship without long range sensors able to locate stars, planets and other spatial features is not going to be able to make any trip through hyspeed.

The Marron drive does not work well in a stars gravity well, which means that ships jumping into a system actually enter at the systems edge and then have to travel inwards at normal sublight speeds.

Also the field that forms around the ship at point of entering hyperspeed (to protect the ship from being destroyed when travelling so fast) is effectively 'skin tight'. This means that a carrier ship has to recall all it is satellite vessels before entering hyperspeed, and thus the most vulnerable time for such as carrier is the moment just before and after hyperspeed as the ship will not have any fighters in the air.

How do Colonial ships move through normal space?

Through normal space, ships move using their ion drives which work by burning fuel and expelling the exhaust which propells the ship. Whilst very efficent, capital ships have a problem in that they cannot travel very fast using their ion engines without some considerable effect.

As an aside, ion engines do leave a trail which makes them easy to follow with the right sensors for a short time.

How do Cylon ships move?

The Cylons use a different form of motive power than the Colonials, using a gravitic drive for movement. This seems to make their ships slower than comparable Colonial ships, but the drive itself is buried deep inside the ship and thus far less susceptible to damage.

It also allows the ship differing movement capabilities (such as the fact that Baseships can rotate while moving) and seems to be used for both hyperspeed and normal sublight travel, although when moving as a hyperspeed vessel it seems to suffer the same limitations as the Colonial Marron drive.

What is the range of hyperspeed travel?

The range of hyperspeed for a ship depends on its long range sensors. The further a ship can see, the further it can travel. For civilian ships, this limits them to travelling to the next star system. For military vessels, the range is about equal to two star systems travel. Theoretically, a ship can travel through hyperspace for as long as it has fuel. However, as a craft is generally trying to outrace its sensors, this is not practical.

How long does a hyperspeed journey take?

This is variable based on the range that is going to be travelled. A typical short range trip will only take a few centons (such as from Cimtar to Cyranus), longer journeys will take much longer (such as from the staging point after the ambush to Carillon).

What is used for fuel?

Colonial craft use Tylium as a source of fuel. In it is natural form, Tylium is a solid mineable substance that is fairly stable, although explosions and fire near it can set it off with dramatic effects. This form is then refined into liquid Tylium which is actually used as fuel for the Colonial Fleet. In this form, it is very volatile and if handled incorrectly will likely explode causing more damage to the carrier than would be liked. However, this volatile nature is what is prized about the fuel, and the amount of energy it can give out when burnt controllably in an engine is out of proportion to the amount carried.

Can Vipers travel at hyperspeed?

Vipers can travel at hyperspeed, although their speed and range is more limited. Fighters are generally restricted to two trips at hyperspeed. One to get to a system and one to get back. Further trips require refuelling.

Communications and Sensors:

How far are the Battlestars long range sensors?

At least the range of 1 star system. At this range the ship can detect planets, suns and other major planetary anomolies. Also it may detect enemy ships - large ships (Baseships) may be detected as baseships, smaller craft (Raiders) are detected as small craft.

Short range sensor readings?

Short range sensors are able to scan a solar system from anywhere within that system. They can pick up all planetary objects, vessels (and type) and other anomolies within the system. From outside of a planetary orbit, they can detect lifesigns and main cities on planets. From a planets orbit, they can pinpoint cities and make fairly detailed scans of structures, although they can not actually determine amount of life signs or determine interiors of buildings. Sensors are blocked by planetary objects, so ships can hide behind planetary bodies and not be initially spotted.

What are a Vipers sensors like?

Vipers sensors are much like a Battlestars short range sensors, although not quite as accurate or precise. Vessels can be identified automatically, but the type of vessel is not known until the ident has been run through the Vipers Warbook. Vipers can feed their sensor feed back into their command ship thus increasing its range, and vice-versa - although this will not increase the vipers range, it will mean that the Viper does not have to rely on its own sensors.

Communications

Communication technology is limited to within short range sensor scan range only. However communication is almost instantaneous within this. Most short range communication signals are broadband, thus able to get to the maximum amount of targets in the minimum amount of time, although this has the disadvantage in that anyone within range has the ability to intercept these messages.

Military and more secure ships use tightbeam messages for added security. These messages are targetted only at the recipiant ship thus making interception a lot more difficult as the enemy has to be within the two ships. Most of the time tightbeam communication is done via line of sight, so planetary bodies will block these messages naturally.

Short range communication signals can include voice, video and data elements.

Signals can be sent at longer ranges, but this takes a little bit of time to send and is limited to codes only, not voice or video. These signals are also tightbeam meaning that they have a specific direction and thus if intercepted their origination and destinations can be determined. Thus they are not often used by military ships. Signals can be picked up by all sides, and most ships have decoding equipment - it is not uncommon for rouses to be made by one side sending messages knowing the other side will pick up those signals and act on them. Civilians use these signals, especially for televised broadcasts for important events, and then they include sound and vision.

Signals can be sent excrypted and encoded for additional security (these codes change frequently enough so that interception is not usually a problem), and can be classified as priority for urgent messages.

Weapon and Defensive Systems:

What are Turbolasers and how much charge do they have?

Turbolasers are not actually true lasers, but rather a more directed form of energy weapon. For a start, the weapon can be used a 'proximity' weapon, so the charge will explode at a certain distance meaning direct hits are not always required. This charge allows impact damage as well as energy damage. Because this is not just strictly energy, the weapons do actually have an amount of charges and can not be used indefinitely. When a fighter docks at the mother ship, it does have to reload and re-fuel. The term laser-torpedo is a more acurate term and it sort implies a physical and energy part.

Cylon ships also use turbo lasers and pulsar weapons on their ships, but the way they function is different. While it is not known how they work precisely, it is known that they give off large amounts of di-ethene gas, which can be fatal to human life. this was also a way of detecting early Cylon Asteroid ships - after a combat encounter the asteroid would be covered with di-ethene gas which could be detected by Colonial ship - if they had a suspicion that a Cylon could be lurking nearby.

Missiles and their use

Secondary weapons carried by some ships include the missile launcher. Missiles have their place in space combat because the warhead that can be carried by the ship can be devastating if it hits. Unfortunately getting it to hit can be a problem as there are many ways that the missile can be intercepted because it reaches it is target, or it can be jammed or shot down by the target ship, and as such they are usually close range weapons or used in planetary bombardment. Colonial doctrine is to use missiles offensively - their ships get close to the opponent and then they fire a full barrage. Coupled with fighter cover, this is usually enough to overwhelm a ships close in defences and inflict major damage.

Cylon missiles are usually slow drones that are more intended for planetary bombardment than actual space combat, although they can have their uses, especially when used to swamp a targets defensive systems.

Electronic Warfare and Defensive Screens

All military vessels employ electronic defensive screens of some sort. They fill the space around the target ship with electronic static and countermeasures in an attempt to fool target and tracking computers. They can also interfere with missile guidance systems. As such, they make it harder for an enemy ship to hit the target, but if the target is hit, then the damage it receives is completely unneffected. The closer one gets to the enemy ship though, the easier it is to actually penetrate these shields and thus void that crafts ability to protect itself.

Fighters do not tend to carry shields of these sorts because they only carry enough power for their speed and weapons. Their small size tends to protect them against a capital ships weapons. A capital ship too, tends to not have much defence against a fighters attacks as the fighter generally gets so close to it is intended target that if the computer can not lock on, the pilot has a better than fair chance of hitting the target ship using just his own vision and instincts.

The main defence of a ship is it is armour. Every ship, be it Colonial or Cylon is usually covered in a thick layer of protective armour. While this armour does protect a ship in the conventional manner, it also protects a ship against energy weapons by spreading that energy across a much wider section of the armour than was hit, and this allows it to bleed that energy back into space.

Force Field Technology

Force field technology does exist, but not in a combat role. Instead force fields are used for blocking and barring openings to the elements and personal. For example, Colonial Warrior helms use force fields to shield the pilot from the vacuum of space. Whilst they can not be used as space suits, the helms can be used as breathing units, the field keeping the air in. Landing bays use force fields to fill the space that craft land in. Again, the landing bay looks open, but a force field stops the air leaving the bay. Finally, another important role for force fields is in prisons. Prison doors integrate force fields to keep their occupants in place.

Other Notes:

What is medical technology like?

Colonial medical technology is quite advanced. It has decontamination units that quickly and efficently destroy alien viruses and germs. It has bone setters that can repair and fuse broken bones within minutes (and make them stronger than before), cyro tubes that can lower the temperature of the body to allow it to use less resources (oxygen and the like) making is survive for longer until cures can be found. DNA mapping and matching can be done to determine biological parents, and a wide range of anti-viral cures are available, most simply requiring a pill or hypo spray injection. Results are usually quite quick to see. Obviously because the war has been going on for so long, medical advances were bound to happen.

Cylons to have a wide interest and knowledge in human anatomy, and their abilities in human medicene is also good. Unfortunately this is mainly because they use it to torture and keep alive their prisoners.

Food Production and Plant Growth

The Colonials have developed methods of rapid plant growth, able to grow plants in a day, and have them ready for harvesting in two or three at most. The technology exists to allow for plant growth in almost all conditions providing some natural light and heat exists (and thus these techniques do not work on ice planets). This process is used a lot to help feed the Colonial people, especially the world Aeriana.

Simluator Technology

The Colonials have great simulator technology. It can be compared to *Star Trek* Holodeck technology, but is slightly different. Everything produced is illusion with only limited tactile response and the range of area available is limited to the size of the simulator. This means that nearly any sort of terrain can be produced and scampered over, but set piece ground battles must be limited in their size. Viper pilots have it slightly differently. There is no limitations to the amount of space that can be produced but to get this,each Warrior must be seated in their own cockpit simulator, although these can be linked together. Simulators are used to train Warriors and are mainly used in ground academies where they can be built to large sizes. It is rare for ships to have anything but a few cockpit simulators, and then only large vessels will have them.

Colonial simulators can reproduce Cylon opponents quite accurately, but have problems trying to detail humans, both in response and appearance.

The Colonials also have another form of simulator technology, developed by the Sagitarians, called Fantasy Interplay Technology. What this does is project fantasies directly into the users mind. It plays to the senses in via the mind, and thus to anyone standing next to the user, they will see nothing. However, the same images can be projected via a screen, although this will lose a lot as to the user, they are actually in the situation. It is hardly used for military training, however it is used a lot in the entertainment industry, especially the gaming community. It also has its medical uses as well.

Cylons however, do not tend to use simulators much, if at all, for training. Instead, they use small portable devices that are used solely to project the image of a single person, usually someone that the Cylon wishes to study for tactical purposes. This device is programmed with as much information as the Cylons can find out about them - mainly from prisoners - and thus the device is only as good as the programmers. However, with the right amount of information, the device can be very accurate in its protrayal.

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OTHER GAMING SYSTEMS

There are lots of other fighter combat games out there, and here is where any other rules set for playing **BSG** can be found. For the most part these concentrate mainly on fighters rather than on everything as I have done with **SFB**, but being fighter games they can usually deal with one on one fighter combat a lot better than **SFB**.

GENERAL NOTES

Before you go rushing off and using all these extra goodies, I thought that I had better explain a couple of things first. *Then* you can go and play and make all those exciting sound effects...

Basically, most of these systems are just here for the fighters, and for the large part are not a complete rewrite of everything I have already attempted to do for **SFB**. As such, you probably will not find (initially at least!) cruisers or Battlestars.

What you will find though, are fighters and shuttles. To be accepted here, there must be a minimum of Vipers, Raiders and shuttles. Once these have been done, then when time permits, the Viper variants, additional Raiders and shuttles will be added. As all of these use the same background, these are added for continuity purposes, and also because I want to!

However, not all these systems have the same rules and ideas, and thus you might find some craft perform better here and worse there. A classic example is the recon *Asp* Viper. Because a lot of systems do not actually have electronic warfare or scouting rules, the *Asp* usually turns out to be just another target, albeit a fast one. Whilst scenarios using these craft are still possible (escort and the like), they will not get as much use as in a fleet game. [As a side note, the removal of the scouting equipment and extra engine to add the laser generators back to the Asp turns it into a standard Viper].

Another cause of explanation is the Cylon Raider itself. It is a three-Cylon craft, but in most of these systems I have effectively treated it as a one-Cylon craft, especially if the game rules would grant bonuses for having the extra crew. The reason is simple. When in the series did we ever see the craft actually function effectively with all the additional crew? Two of the crew are pilots and gunner, the third is the commander, and yet it does not perform any better than a standard Viper (all crews being equal [ha!]), neither on the command and control, gunnery or piloting. It also blows up as well as a standard Viper. So to ease things along, where the distinction is needed, I have made the Raider to be the equivalent of a single person fighter.

As with **SFB**, a golden rule of all things, is that if something did not have to be changed, then it was not. However, some things have to be added always, things like turbo's and inverse motion (in fact, it is only at this level that inverse motion [or braking thrusters] can actually be used properly). However I have tried to still keep the flavour of the series, so expect things happening at close range and lots of reusable explosions.

Also I have not gone overboard on explanations much, except where needed. I have assumed that you already know stuff, or else it can be found elsewhere on this website. After all, I do not want to explain turbo's or inverse motion everywhere!

You might also notice that not all ships are included, or some variants are missed out. The reasons for this are plentiful, but consist mainly of the following: Either the conversion was written by someone else and has not been updated, new ships have been added and the site just not updated for whatever reason, or the variant has no real place in that particular system. An example of this last point is the Viper-E. All that is different about the E is that it is more manoeuvrable, no other aspects are changed. For some games this is easy to factor into the stats, but some systems like **Silent Death**, do not have any system for dealing with this, and so you will not find the Viper-E there.

Remember though, that with all the various fighters and shuttles floating around, the only canon ships are the Colonial Viper, Cylon Raider and (unarmed) Shuttle. We do see an older fighter in the series *"The Long Patrol"* so potentially the *Scarab* is semi-official too.

Damage control is another interesting feature. Some games use this, some do not. There's not a lot of evidence that **BSG** ships have much, if any, in the way of this feature. it is rare that a ship gets damaged unless it is going to serve as a plot hook, and when they do, all the supposed damage control equipment is usually fried as well. If the game includes it, then ships are generally given low scores, but feel free to ignore if you do not like, after all, while an X-Wing has an R2 Unit to fix stabilizers and increase power, a Viper does not.

Where possible, I have tried to add role-playing integration notes to the system I now use.

As normal, while this section is about conversions to other systems, it is not about cross overs, and if you do do that, you may well find limitations and design flaws.

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EARTHFORCE SOURCEBOOK

by Titan Books/Chameleon Electric

The Babylon Project was not, in my humble opinion, a great piece of work, and the artwork... Well, the least said about the artwork, the better. However **The EarthForce Sourcebook** was a completely different kettle of fish. Yes, it has truly dreadful artwork - and repetitive artwork at that - but it did contain a starship combat system based on **Full Thrust**. Now, I do not have **Full Thrust** so I do not know how closely interlinked the two systems are, but here I present my take on **Battlestar Galactica** using the **EarthForce Sourcebook** rules. There are variants on **Full Thrust** for **Battlestar Galactica** out on the web, but I think that these are slightly larger scale than those. Anyhow, if you want a slightly faster than **StarFleet Battles** set of rules, but do not want to go down the **Fleet Combat System** route, these might well be for you.

They're certainly easier to design with!

New units:

- Ships

Special rules:

Not many rules need to actually be modified for this, which is always handy for a designer, as nearly everything is actually included with the basic rules.

Movement

All ships use Minbari Gravatic Drive movement.
Ships may not rotate in place if they are not moving though.
This is because ships do not fly like real life physics and vectors allow.

Ramming

To be able to ram, use the following check numbers:

	Target	
Rammer	**Colonial**	**Cylon**
Colonial	6	6
Cylon	5	5

Pulse 1 Batteries

Pulse 1 batteries may be used to target fighters or ships in turn - but never both. If attacking ships, all the normal rules apply. If targeting fighters then the following rules apply:

1 Fire Con must be allocated to anti-fighter capability, and one Fire Con will allow any number of Pulse 1 batteries to attack fighters. All pulse anti-fighter fire will occur in the normal anti-fighter fire phase (at the end of fighter movement). In the orders phase of the turn, the decision must be made as to whether or not pulse 1 batteries will target fighters. The actual

batteries to be fired need not be specified until the time of firing, and may end up being none. However, even if no pulse batteries are fired in this mode, 1 Fire Con is still allocated and may not be reallocated until next turn.

A Pulse 1 battery will destroy 1 fighter on a roll of 4 or 5, and 2 fighters on a roll of 6. A roll of 6 also allows the ship to re-roll.

Missiles

Use the missile rules as found here http://www.geocities.com/Area51/Rampart/3389/mrules.html.

Missile Types:

Missile	Duration	Range	Speed	Damage
Class 1 Missile	2 turns	150 mu	50 mu	1d6
Class 2 Missile	2 turns	120 mu	40 mu	2d6
Class 3 Missile	3 turns	75 mu	30 mu	3d6
Cylon Drone	3 turns	150 mu	10 mu	1d6

Standard Colonial missiles are Class 2.

Fighter vs Missile Chart:

Fighter Type	Class 1	Class 2	Class 3	Cylon Drone
Colonial Viper	x	6	5,6	4,5,6
Cylon Raider	x	6	6	5,6

Fighters

		Target	
Fighter	Movement	Viper	Raider
Colonial Viper	30 MU	5,6	4,5,6
Cylon Raider	20 MU	5,6	4,5,6

All sixes indicate 2 hits and allow a re-roll.

Role-playing integration:

At this scale, skills do not really mean too much and thus I would stick to using the rules in the book regarding fighter aces. Cylons should never be made fighter aces.

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SILENT DEATH

by ICE

Silent Death is a fast paced, easy to learn game. One of the few games that is literally quick to pick up, and as there is a lot of web support for it, we had to do a conversion. These rules are based on the **New Millennium Deluxe Set**.

New units:

- Colonial Craft
- Cylon Craft
- General Craft

Ship construction:

All these ships are legal under the proper starship construction system, but even so, I have slightly bent the standard rules a tad. Let me explain.

For a start, the ships are constructed near the lower end of the size scale, so a typical Viper is a 200 ton medium fighter. This was done to keep the amount of hits down so I did not actually have to start employing multiple sets of weapons to take the effect of a single set. Engines are not the quickest in the world, but then to make everything fit, they couldn't be. Defensive Values are not also incredibly high either, but then nothing is weaving around too much, so also not a problem.

Weapons were a bit more tricky. I thought about just using standard pulse lasers, but unfortunately I found that when using them, while being true to **Silent Death**, was not really true to **Battlestar Galactica**. Thus I use modified Pulse lasers, which are called Laser Torpedoes. I call them these because normal turbo lasers are used in **Silent Death**, and a Vipers weapons are also referred to as laser torpedoes at one time, and I did not want to get anyone confused. Note that these have nothing to do with ordinary torpedoes though, and are treated exactly as normal direct fire cannon.

Laser Torpedoes:

Weapon	**Cost**	**Slots**	**BAD**	**Damage**	**Ammo**	**Short**	**Medium**	**Long**
Twin early laser torpedoes	6	4	2d8	Medium+2	-	1	2-5	3-8
Single laser torpedo	4	3	2d8	high	-	1-2	3-7	8-10
Twin laser torpedoes	8	5	2d8+1	high+2	-	1-2	3-7	8-10
Triple laser torpedoes	14	8	2d8+2	high+4	-	1-2	3-7	8-10
Quad laser torpedoes	18	10	2d8+3	high+6	-	1-2	3-7	9-10
Single Heavy laser torpedo	15	9	2d8	all+4	-	1-4	5-10	11-15

Weapon notes:
The weapon table should be pretty self explanatory, but if using the alternate range tables, then ranges become:

Weapon	**Short (+2)**	**Short (+1)**	**Medium (+0)**	**Long (-1)**	**Long (-2)**	**Extreme (-4)**
Early laser torpedo	-	1	2-5	6-7	8	-
Laser torpedo	1	2	3-7	8-9	10	-

Heavy laser torpedo	1-2	3-4	5-10	11-12	13-15	-

Torpedoes:

Torpedo type	**No. in Pack**	**Cost**	**Slots**	**BAD**	**Damage**	**Speed**	**Turn**
Smart Bombs	1	7	3	10d12	all	10	5
	2	14	3				
	3	21	4				
	4	28	6				
	5	35	7				
	6	42	8				
Cobra Missiles	1	10	3	6d12	all	20	3
	2	20	3				
	3	30	5				
	4	40	6				

Torpedo notes:
Being based on the missiles and smart bombs used elsewhere on this web site, stats are changed slightly. Torpedoes function exactly as normal torpedoes, although they do not ever use the variant speed rules. Instead, the Speed column tells the speed of the torpedo. The Turn column is the amount of drive points needed to turn one hex. As can be seen, the Smart bomb, while powerful, steers like a cow. The Cobra however, is a fighter killer.

Rockets should be treated as smart bombs, and mini-missiles should be treated as normal missile racks.

Turbo's

Turbo's increase the drive rating of the craft by *1.5. When activated (which must be stated when the ship is selected to be moved), the craft **Must** move at least some of it is turbo drive points, so a Viper using turbo's must use between 15 - 21 drive points. Weapons fire is at a -5 when using turbo's, and tight turns are at +4.

When constructing a ship with turbo's, no additional slots are required, but the engine base cost is increased by 25% (round up). There are no additional damage boxes to place on the damage track as the turbo's are integral to the engine, but obviously when an engine is damaged, the turbo bonus will decrease.

Optional Drift Rules: Is using the drift rules, then base the current drive value on what the ship used the previous turn, either turbo's or normal drives. Thus if a Viper who used turbo's drifted the next turn, use a current drive value of 21 for drift.

Inverse Motion

Inverse motion (IM) is a very difficult thing to try and simulate in the world of **Silent Death**, but we have thought about it, and have come up with the following ideas.

IM is used at the end of all movement. Any craft equipped with IM thrusters may attempt to use them in reverse order of their pilots ability, and provided the pilot did not use all the drive of their craft. Any use of turbo's by the starcraft prohibits it is use of IM that turn. This means that the higher skill pilots will use their IM after the lower skilled pilots.

What then happens, is that each pilot attempting to use IM rolls 1D10, adds their piloting skill, and then takes away 10 from that result (exactly like dodging torpedoes). The end result - if a positive number - is the amount of IM points that the craft can spend. If this is greater than the amount of drive points that the starcraft has left, then reduce the IM value to this. Negative results mean that the pilot was not quick enough and failed to use their IM thrusters properly, wasting the remainding movement.

For example: A Colonial Viper (with a piloting of 6) uses 10 of it is 14 drive points to manoeuvre, and ends the movement phase with a Cylon Raider 2 hexes directly behind it. The Colonial Warrior thinks this is a bad thing, and so decides to use IM to rectify this situation. None of the Cylons can do this, so the Colonial Warrior rolls 1D10 and adds his skill of 6. He lucks out and rolls a 9, which gives him a total of 15. Subtracting 10 from this gives a score of 5 and thus 5 IM points. Unfortunately the Warrior used 10 of the 14 drive points of his Viper, leaving him with 4 left, so his IM score drops to 4.

IM points can be used to move the starcraft in a direct line backwards of it is current position. No turns are permitted, and the facing of the craft also is not changed. A pilot never has to use all of it is IM points, but like normal movement, they may not be saved for later turns.

Installing IM is a subsystem quirk, and as such costs 10% of the starcrafts total cost (round up). Only a few starcraft have this subsystem installed, and then only in small fighters. Shuttles and Cylon craft never have them.

The following fighters do have IM, but the points have not yet been figured into the BPV on the following pages as these rules are still experimental.
Scarab, Viper, Viper-B, Viper-S, Viper-X.

Cylons:

Cylons, with their programming, have more standardised skill levels than their human counterparts. As such, typical skill ratings for Cylons should be as follows. A Silver Centurion has a piloting and gunnery skill of 5, Gold Centurions have skills of 6 or more, while IL Series Cylons have ratings of 4+.

Role-playing integration:

Silent Death only uses two skills in the game, while the role-playing game uses several. Just substitute the relevant **GURPS** skill for the applicable **Silent Death** one and use the following table for skill levels.

GURPS Skill Level	**Silent Death Skill**
-6	1
7-8	2
9-10	3
11	4
12-13	5
14-15	6
16	7
17	8
18	9
19-20	10

Silent Death does not make much a distinction between death and wounding, so you will have to be careful with your crew.

STAR WARRIORS

by West End Games

Star Warriors was the board game of starfighter combat in the **Star Wars** universe and has some interesting ideas which make it a good, if somewhat slow to the beginner, game.

COLONIAL CRAFT

Colonial Craft

	Scarab	Viper	*Asp*	Viper-B	Viper-E	Viper-S	Cobra	Viper II	Vper-X
Pilot's Guns	**DLF**	**DMF**	**-**	**DMF**	**DMF**	**TMF**	**DMF**	**SHF**	**QMF**
Gunner's Wpns	-	-	-	-	-	DMF(R)	DMS(R)	-	-
Other Wpns	-	-	-	1*2VBB	-	-	2*4VCM	-	-
Body	4/3	5/4	8/6	6/5	5/4	6/5	8/6	6/5	5/4
Speed Max	**6/10**	**7/11**	**8/12**	**6/10**	**7/11**	**8/12**	**6/10**	**9/14**	**8/12**
Turn No.'s									
1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1
2	2/1	2/1	2/1	2/1	2/1	2/1	2/2	2/1	2/1
3	3/2	3/2	2/1	3/2	2/1	3/2	3/2	3/2	2/1
4	4/3	3/2	3/2	4/3	3/2	3/2	4/3	4/3	3/2
5	5/4	4/3	4/3	5/4	4/3	4/3	5/4	4/3	4/3
6	5/4	5/4	4/3	5/4	4/3	5/4	6/5	5/4	4/3
7	(6)/(5)	6/5	5/4	(6)/(5)	5/4	6/5	(7)/(5)	5/4	5/4
8	(7)/(6)	(6)/(5)	5/4	(7)/(6)	(6)/(5)	6/5	(7)/(6)	5/4	5/4
9	-	(7)/(6)	(6)/(5)	-	(7)/(6)	(6)/(5)	-	6/5	(6)/(5)

10	-	-	**(7)/**(6)	-	-	**(7)/**(6)	-	**(6)/**(5)	**(7)/**(6)
11	-	-	-	-	-	-	-	**(7)/**(6)	-
Turbo's	**7/**6	**7/**6	**7/**6	**7/**6	**7/**6	**7/**6	**7/**6	**7/**6	**7/**6
Difficulty No.'s									
Stabiliser No.	**4**	**3**	**3**	**4**	**2**	**3**	**5**	**3**	**2**
1/2- Loop	**6**	**5**	**4**	**5**	**4**	**5**	**6**	**5**	**4**
Slip	**4**	**3**	**2**	**4**	**2**	**3**	**4**	**4**	**2**
Roll	**5**	**4**	**3**	**5**	**3**	**4**	**5**	**4**	**3**
Jink	**5**	**4**	**3**	**5**	**3**	**4**	**5**	**4**	**3**
Bank	**4**	**3**	**2**	**3**	**2**	**3**	**4**	**4**	**2**
Overturn	**8**	**7**	**6**	**8**	**5**	**7**	**10**	**5**	**5**
Overspeed	**5**	**4**	**3**	**5**	**4**	**4**	**6**	**3**	**4**
Accelerate	**3**	**2**	**1**	**2**	**2**	**2**	**3**	**1**	**2**
Over Accel.	**7**	**6**	**5**	**7**	**6**	**6**	**8**	**4**	**5**
Decelerate	**4**	**3**	**3**	**3**	**3**	**3**	**4**	**3**	**3**
Overdecel.	**8**	**7**	**7**	**8**	**7**	**7**	**10**	**7**	**7**
Turbo's	**6**	**5**	**4**	**5**	**5**	**5**	**6**	**4**	**5**
Inv. Motion	**6**	**6**	**6**	**6**	**6**	**6**	**-**	**-**	**6**
Damage Ctrl.	10	9	9	9	9	9	9	9	9
Pinpoint Fire	**6**	**5**	**-**	**5**	**5**	**5**	**6**	**5**	**4**
Snap Fire	**6**	**4**	**-**	**4**	**4**	**4**	**4**	**4**	**3**
Targeting	**6**	**5**	**-**	**5**	**5**	**5**	**6**	**5**	**4**
No. of Aux. Pow.	1	2	-	2	2	3	3	3	2
R2 Unit?	No	No	Yes	No	No	No	No	No	No
Points	**4**	**5**		**5**	**6**	**7**	**7**	**7**	**7**

Notes:
Italic values are in case the ship does not usually have the item in question (such as the shuttles - the values in italics are for the armed versions).
Speed ratings of n/n are for ships with turbo's. The second value is the turbo value.

CYLON AND GENERAL CRAFT

	General Craft		Cylon Craft			
	Shuttle	**HTS**	**Early Raider**	**Raider**	**Heavy Raider**	**Scout Raider**
Pilot's Guns	**-**	**-**	**DLF**	**DMF**	**DHS**	**QMS**
Gunner's Wpns	*DMP*	*DMP*	-	-	DMS(R)	DMS(R)
Other Wpns	-	-	-	-	-	-
Body	**8/**6	**12/**10	**4/**3	**5/**4	**13/**10	**13/**10
Speed Max	**3/6**	**3/6**	**6**	**7**	**7**	**8**
Turn No.'s						
1	**1/**1	**1/**1	**1/**1	**1/**1	**1/**1	**1/**1
2	**2/**2	**2/**2	**2/**1	**2/**1	**2/**1	**2/**1
3	**4/**3	**4/**3	**3/**2	**3/**2	**3/**2	**3/**2
4	**(6)/**(5)	**(6)/**(5)	**4/**3	**4/**3	**4/**3	**4/**3
5	**(6)/**(6)	**(7)/**(6)	**5/**4	**4/**3	**5/**4	**5/**4
6	-	-	**6/**5	**5/**4	**6/**5	**5/**4
7	-	-	**(7)/**(6)	**6/**5	**6/**5	**6/**5
8	-	-	**(7)/**(6)	**(7)/**(6)	**(7)/**(6)	**6/**5
9	-	-	-	**(7)/**(6)	**(7)/**(6)	**(7)/**(6)
10	-	-	-	-	-	**(7)/**(6)

11	-	-	-	-	-	-
Turbo's	**7/**6	**7/**6	-	-	-	-
Difficulty No.'s						
Stabiliser No.	**5**	**6**	**5**	**4**	**6**	**6**
1/2- Loop	**7**	**8**	**7**	**6**	**8**	**8**
Slip	**5**	**6**	**5**	**4**	**5**	**5**
Roll	**7**	**8**	**6**	**5**	**8**	**8**
Jink	**7**	**8**	**6**	**5**	**8**	**8**
Bank	**4**	**5**	**5**	**4**	**5**	**5**
Overturn	**12**	**13**	**10**	**10**	**15**	**14**
Overspeed	**7**	**8**	**5**	**5**	**7**	**7**
Accelerate	**3**	**4**	**3**	**3**	**4**	**4**
Over Accel.	**8**	**10**	**8**	**8**	**10**	**10**
Decelerate	**3**	**4**	**3**	**3**	**4**	**4**
Overdecel.	**8**	**10**	**9**	**9**	**12**	**12**
Turbo's	**6**	**6**	**-**	**-**	**-**	**-**
Inv. Motion	**-**	**-**	**-**	**-**	**-**	**-**
Damage Ctrl.	6	6	9	8	7	7
Pinpoint Fire	**5**	**5**	**6**	**5**	**5**	**5**
Snap Fire	**5**	**5**	**6**	**5**	**5**	**5**
Targeting	**8**	**8**	**6**	**5**	**6**	**6**
No. of Aux. Pow.	2	2	1	2	3	-
R2 Unit?	No	No	No	No	No	Yes
Points	**1/*2***	**2/*3***	**3**	**4**	**8**	**8**

Notes:
Italic values are in case the ship does not usually have the item in question (such as the shuttles - the values in italics are for the armed versions).
Speed ratings of n/n are for ships with turbo's. The second value is the turbo value.

Special rules:

Cylon skills

Because of their inbuilt programming, Cylons tend not to display the same wide range of skill levels as their Colonial counterparts. As a result, a Silver Centurion should be considered an Average (5D) Pilot and Gunner. A Gold Centurion should be considered Veteran or Above, and an IL Series is more like a human than they would like to admit, and thus should roll normally on the skill table, being Average or better.

Turbo's

Turbo's are what give Colonial craft their fancy blue streaks and their incredible acceleration boost. A turbo is effectively an acceleration, over acceleration and overspeed action, and thus none of them may be used in conjunction. Also turbo's may not be doubled, and are considered a Class E Action.

When used though, they give the craft an immediate +6 to their speed, and this allows the craft to travel at their turbo speed, although it may take more than one round to get to this speed. When using turbo's, use the special turbo turn numbers. In combat, the only action allowed is the snap fire action, and for this, all difficulty numbers are tripled (so 12 for most Vipers).

When the craft is damaged and the engines hit, use the following table to determine what rating the turbo's drop to.

Speed Max	Turbo's
0	0
1	4
2	5
3	6
4	7
5	9
6	10
7	11
8	12
9	14

Inverse motion

Or braking flaps or reverse thrusters. I think they are called all at some point in the series, and for some reason, the Cylons never seem to wise up to this tactic either. Basically, hitting the IM button on the joystick allows the Viper to shed massive amounts of speed and (ideally) end up behind the craft that is currently tailing it.

Like turbo's, IM is a combination of manoeuvres that cannot be employed at the same time, and these include the deceleration and over deceleration actions. IM allows the craft to shed 6 points of speed (this is not negotiable), although is this speed drop would bring the craft to a stand still, the pilot is allowed to decide whether they wish to be at a speed of 0 or 1.

Viper Boa Bombs

Powerful, slow and not very effective against fast moving targets. These should be treated as normal Concussion Bombs, although they may target moving ships of speed 7 or less in the same hex as the firer and may not be set on automatic release (although with only 2, a Viper-B probably would not want to employ this tactic anyway!).

Viper Cobra Missiles

Fast and not as powerful as Boa Bombs, they have more potential to hit smaller faster targets. They should be treated as Concussion Missiles.

R2 Units

R2 Units do not actually exist in the Galactica Universe, and yet I have included them for a couple of starfighters. Why? Well, the ships that have them are generally scout ships with additional sensors and computer equipment (much like CORA as used in the recon Viper in *"The Long Patrol"*), and as there is no current rules in **Star Warriors** to account for any of this special stuff, I thought I'd give the ships an R2 Unit to allow them to do some special things, like plan actions and additional damage control.

Sample scenarios:

Dogfight in Space

Set-up

As per the normal dogfight, with both sides setting up on opposite sides of the map.

Ship mixes

Mix One:
Colonials: 3 Vipers (1 veteran, 2 average). The Colonials begin with 1 VP.
Cylons: 4 Raiders (all 5D average).

Mix Two:
Colonials: 4 Vipers (1 veteran, 1 poor, 2 trainee's).
Cylons: 2 Heavy Raiders (with average pilots and gunners).

Mix Three:
Colonials: 1 Viper (hotshot). The Colonials begin with 1 VP.
Cylons: 3 Raiders (average).

Mix Four:
Colonials: 2 Viper X (average). The Colonials begin with 1 VP.
Cylons: 3 Raiders (average).

Game end

The game ends when all ships from one side are either destroyed or have escaped.

My little Shuttle

Set-up

One player (defender) controls a weakly armed ship that must manage to escape the map, while the other (attacker) is trying to stop this from happening. The map is static.

Ship mixes

Mix One:
Colonials (defender) 1 unarmed shuttle (veteran), 2 Vipers (veteran).
Cylons (attacker): 4 Raiders (all 5D average).

Mix Two:
Colonials (attacker): 2 Viper II's (1 veteran, 1 average).
Cylons: 3 Raiders (1 veteran, 2 average) The Cylons must protect the veteran Raider.

Mix Three:
Colonials (defender): 1 armed HTS (average pilot and gunner), 1 Viper-S (veteran pilot and gunner). The Colonials begin with 1 VP.
Cylons (attacker): 1 Scout Raider (average pilot and gunner), 2 Raiders (average).

Game end

The game ends when the defender either escapes with his ship or it gets destroyed.

Role-playing integration:

There are only two skills in **Star Warriors**, and several more in **GURPS**. Simply substitute the relevant role-playing skill for the combat game and convert to the following skill level:

GURPS Skill Level	**Star Warriors Dice Code**
-6	2D
7-8	2D+2
9-10	3D+1
11-13	4D
14-15	5D
16	5D+2
17	6D+1
18	7D
19	8D
20-21	9D
22-23	10D
24+	11D+2

Use Section (36.0) 'Using Star Warriors with Star Wars: The Role-playing game', with the following changes.

(36.5) Damage Control: A character uses the Mechanic skill to conduct damage control. Make a normal success roll with a penalty of (2x level of damage).
(36.7) Wounding: A character who suffers a Sk-1 damage result in the game takes an immediate 1d6 of damage which armour does not absorb.

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There are many futures and many different visions of what that future will be like. **Battlestar Galactica** is no exception and during the course of it is life, it has spawned three official comic series and two major novel series.

Being written by seperate groups of people at different times, none of these visions actually mesh together to form one coherent look at what the future holds, and thus each is a new and exciting glimpse into what happens to the Colonials on their journeys.

As has been stated numerous times before, there are many contradictions between all these futures and the original television series. I am not about to go into them again here, and nor am I going to attempt to adapt the series to conform to the new future, or vice versa.

Instead, what you have here are some gaming notes in case you want to use these futures with the **SFB** conversion found on this site.

While there are several differing alternate future (**Galactica: 1980**, **Marvel Comics**, **Realm Press Comics**, **Maximum Press Comics**, the original Glen Larson novels and the Richard Hatch novels, the Tom DeSanto revival, the X-Box/Playstation 2 game and possibly even the new Sci-Fi mini-series), not all of them actually add anything new to the gaming world - no new ships or technology. Thus anything not listed is not meant to imply a lack of significance, just a lack of new gaming resources.

You will notice that there are things missing in the notes that follow. For example, not all the capital ships have **SFB** SSD's for them, but they do have **Fleet Combat System** stats. This is because I am not sure if people want the SSD's for them. you will have to give me some feedback on this. In addition, you will notice that some futures use X-Ship technology and some do not. This was determined by looking at the future and figuring out if the various races had had the time and resources to develop that technology. A ragtag fleet more intent on running than settling down might not develop at the same rate as a fleet that colonised a planet and started trying to defend itself.

Finally, for those who wish to have the Cylons as living reptiles as per the original novels, you can still use the standard Cylon stats for **GURPS** listed in the Role-playing section, after all, the robotic Cylons are based on the reptile ones, and they're about as useful as each other anyway...

Please note, that reading through these gaming notes will give SPOILERS in case you have not actually read the original source material. You have been warned.

In addition to this, you will notice some references from the Richard Hatch novels back to The Second Coming. This is intentional as I think that the novels are effectively a rewriting of the trailer in some respects.

MARVEL COMICS

Set after the episode *"Lost Planet of the Gods*", the Marvel Comics adaption sees the *Galactica* and her Fleet continue their journey to find the lost Thirteenth Tribe. Along the way they encounter aliens, pirates, the Scavenge World, and of course Cylons. Also they must battle enemies from within including power hungry Sires who wish to lead the fleet for their purposes.

GAME RULES

All ships use the standard SSD's as found elsewhere on this site. Ships do not have shields and civilian ships are hardly armed, if at all.

New Craft:

There are only two new types of fighter available from the comics.

Type	Speed	Weapons	Damage	BPV	DFR	Year	Notes

Cylon Mark III Raider	20	Special	3	4	5§	*	Gets a -1 to all attack rolls in the front arc Has a second attack (rear arc) which gets a standard attack roll.
Scavenge World Fighters	16	Special	3	2	2	?	

--AND IT'S NOT ONE OF OURS!

Cylon Mark III Raider

This is a one of a kind special design built by the Cylon Imperator that Apollo encountered. It is a short range sublight craft only, but very deadly - easily defeating two Viper patrols single handed. It has a battery of lasers positioned at the nose of the craft and a rear laser turret. When not engaged in a dogfight, the Raider has the equivilant of 4 points of ECM against incoming weapons fire to account for it is manoeuvrability. No entry date is given for this craft as it unclear when it was built. Apparently the Imperator Cylon had been stranded for many yahren (possibly even a millenium) and thus the craft could have been built at any time since then.

Scavenge World Fighters

For a world populated by numerous species of alien with seemingly no standards amongst them, it is quite an achievement for the world to have mass produced a single fighter design. Not awesome by any means and easily defeated by Vipers, the craft are still more than a match for Cylon Raider.

Cylon Mk III Imperator:

THEY'LL BE SCRAPING ME OFF THE LANDSCAPE FOR MILES AROUND-- UNLESS I GET SOME BREATHING ROOM...
THAT
E DOESN'T
RIGHT UP
EXHAUST
ES FIRST!

The Cylon Mk III Imperator is one of seven prototypes that were created by the Cylon Empire. Designed to be harder to kill, smarter and generally better, the Mk III's were all of that and a lot more. Incredibly ambitious as well, the Imperious Leader realised that the Imperaters were a threat to the Cylon Empire and ordered them destroyed. However, they were designed too well and couldn't be. Instead they were stationed on listening post planets far out of the way of the Empire with only sublight craft. These planets had a listening post satelitte in orbit which the Imperators were to protect, which they did because the satelittes were linked to the planets core and if there destroyed, then the planet with the Imperators were on would also be destroyed.

Imperators are very difficult to destroy, if not impossible. Apollo managed to push one into a volcano and a few weeks later it emerged undamaged.

Imperators are also considered Legendary Fighter Aces and if they ever get access to a starship, then they are also considered to be Legandary Captains too.

Eurayle, Empress of Scavenge World:

Eurayle has certain mind powers. One of these is to capture and control peoples minds, and with this power, she can control opposing ships and force the pilots to do her whim, such as attack their comrades or crash their ships.

To simulate this, every 16 impules, Eurayle may attempt to control either a single fighter or shuttle, a fighter flight or a ship. To do this, she rolls a 1d6 and consults the following table. The value or less must be rolled for the mind control to be successful. If it is not, then the unit is not effected. Fighters and fighter flights may only have one attempt at mind control applied on them per scenario. Other craft may have an amount of attempts equalling their crew units divided 10 (rounded). If all attempts fail, then the ship may not be controlled by Eurayle in that scenario.

Obviously she employs much more success taking possession of small craft than large vessels. There is no limit to the amount of ships that she can possess, and once possessed, the only way to release the pilots is to find and kill Eurayle.

Eurayle must be on the board and have line of sight to the ship she is trying to possess. There are no other restrictions. All mind control powers work during the direct fire phase of the turn. Once a ship has been possessed, its control reverts to the player controlling Eurayle and can be commanded to self destruct if desired.

Unit to be controlled	**Roll**
Single shuttle or Fighter	automatic
Fighter Flight or large fighter	5
Size class 5 ship	4
Size class 4 ship	4
Size class 3 ship	2
Size class 2 ship	1

Eurayle is treated like a Legendary Officer, but she has no actual legendary abilities. Instead she uses the movement rules of Legendary Officers if her ship is engaged in boarding actions.

FLEET COMBAT SYSTEM

The **FCS** rules have moved here.

LARGE SCALE FIGHTER STATS

Cylon Mk III Raider:

Hull	6	**L. Warp**	4	**R. Warp**	4	**C. Warp**	4
Pilot 1	1	**Landing Gear**	1				
Turbolaser A	1	**Turbolaser B**	1	**Turbolaser C**	1		
Turbolaser D	1	**Turbolaser E**	1				
Sensor	6,3,0	**Scanner**	0,6,9	**Dam Con**	NA	**Excess**	2
Move cost	0.50	**Turn mode**	AA	**Life support**	0.50		

Turbolasers A, B, and C have FA arcs. Turbolasers D and E have RA arcs.
Nimble ship.

Scavenge World Fighter:

Hull	4	**L. Warp**	3	**R. Warp**	3	**C. Warp**	4
Pilot 1	1	**Landing Gear**	1				
Turbolaser A	1	**Turbolaser B**	1				
Sensor	6,0	**Scanner**	0,9	**Dam Con**	NA	**Excess**	2
Move cost	0.50	**Turn mode**	B	**Life support**	0.50		

Turbolasers A and B have FA arcs.

GURPS: BATTLESTAR GALACTICA

Cylon Mark III Imperator:

All seven Imperator Cylons are marooned on listening posts scattered at the rim of Cylon space. They have no spaceships (although some have constructed sub light vessels), and the listening post in orbit is designed to explode (along with the planet) if tampered with. They have an overwhelming desire to conquer the Cylon Empire and appear to be pretty much invulnerable.

ST: 18 **DX:** 12 **IQ:** 16 **HT:** 20
DR 30 (Hardened 2), Damage 1d6+2/3d6, BL 65 lbs., HP 20, Per 16.
Speed 8, Move 6.

Advantages/Disadvantages: Ambidexterity, Combat Reflexes, Dark Vision, Gadgeteer, Improved G-Tolerance (1G), Infravision, Regeneration (Regular)
Overconfidence (12), Very ambitious

Skills: Acrobatics 12, Armoury (Cylon Beam Weapons) 20, Beam weapons (Laser) 20, Brawling 18, Broadsword 18, Computer Operation 20, Demolition 18, Detect Lies 15, Diagnose 15, Climbing 15, Gunnery (Cylon Fighter Beam Weapons) 20, Intimidation 15, Interrogation 15, Jumping 15, Knife 18, Mechanic 20, Navigation 20, Piloting (Cylon Fighter craft) 20, Spear 18, Strategy 15, Tactics 15, Tracking 18
Feel free to add pretty much any other skill you desire.

The DR is a rough figure, we do not actually see the Imperator get shot at all, but he does get thrown into a lava pool and emerge unscathed several weeks later. He can regenerate from even the most serious of damage.

OOK!
ORRIED
I
--!

Eurayle

Empress of Scavenge World, located at the centre of the magnetic void, Eurayle guides her people and encourages them to destroy and capture passing ships for the space parts that they contain. She is a very powerful telepath able to control and capture minds from hundreds of miles away, and she uses this to guide ships to their doom, although their crews are allowed to become one with Scavenge World.

ST: 12 **DX:** 15 **IQ:** 14 **HT:** 15
Damage 1d-1/1d+2, BL 29 lbs., HP 12, Per 15.
Speed 7.5, Move 7.

Advantages/Disadvantages: Mind Control (Telepathic), Mind Probe (Telecommunication, Telepathic), Mind Reading (Telecommunication, Telepathic), Mind Shield (Telepathic), Telecommunication (Telesend, Broadcast, Telepathic, Universal). In addition, Eurayle can use a mental attack to stun or kill people, but at present I do not have the GURPS rules to simulate this properly. Instead make this a 1d6 psionic attack that can kill or stun - decided before any rolls are made!
Callous, Jealousy, One eye, Very beautiful

Skills: Acrobatics 12, Axe/mace 15, Beam Weapons 13, Brawling 13, Broadsword 12, Fast-talk 11, Free fall 14, Gambling 13, Gunnery (fighter craft beam weapons) 12, Leadership 15, Navigation 12, Piloting (fighter craft) 12, Sex appeal 16

Eurayle is very powerful in the Psi department. She can control as many people at her Power level simultaneously. In addition, the targets WIL does not effect her abilities, which also work across various alien minds. However, there are a couple of people who are unaffected by her abilities - Starbuck was one, as were a couple of her alien guards, but these special people are few and far between.

Scavenge World Aliens:

Use whatever you like, there are countless types of alien here. Most are not concerned with people though, just spare parts.

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REALM PRESS

A direct continuation from the original Television series, the Battlestar *Galactica* continues to lead her rag tag fleet away from the Cylons to continue the quest for the mythical Thirteenth Tribe. Along the way, she will encounter aliens from this dimension and the next, some of whom will be friendly, and some not.

The Cylons will also continue to advance in pursuit of their goal to destroy mankind...

Shuttles:

All Colonial shuttles are armed, but the firing arcs are FA only.

Centurion Prime:

From 'Centurion Prime'
The Centurion Prime project was an attempt to create a more advanced Centurion using all the latest construction techniques. The armouring on the Centurion made it invunerable to most Colonial hand weapons, and the Centurion itself was armed with powerful plasma guns. However the greatest aspect was the fact that it had downloaded into its matrix an 'inferior' human neural net. This was to give the Centurion Prime its edge.

The Centurion Prime is considered a Legendary Ace pilot. In addition, any Raider that the Centurion is piloting has its DRF increased to 4. The Centurion can command other Raiders as well in combat, and while still alive, they have a DFR increase of +1.

The Centurion Prime is very aggressive. It will happily destroy other Cylons that get in its way if it wishes.

Programmed Cylons or New Cylons:

From 'Masquerade'
New Cylons are a cunning breed of Cylon able to anticipate and ultilise human tactics. The reason for this is simple - the 'Cylons' are in fact captured human pilots wearing a Cylon armour suit which plugs into their brains and makes them obey Cylon commands. Without dismantling one of the New Cylons, it is impossible to tell the difference between a new and old Cylon.

New Cylons have the abilities of their human pilots. If the human was a Legendary Pilot then the Cylon will be a Legendary Pilot. There are no rookie or Poor pilots. A Raider piloted by will have a DFR increase of +1.

Whilst these Cylons do pilot new types of Raiders, but it is the better quality of pilot that actually makes them exceptional fighters.

GURPS: BATTLESTAR GALACTICA

Centurion Prime:

ST: 18 **DX:** 12 **IQ:** 12 **HT:** 20
DR 20, Damage 1d+2/3d, BL 65 lbs., HP 20, Per 12.
Move 8, Speed 7

Advantages/Disadvantages: Reputation (-4 vs all Colonials, all the time), Improved G-Tolerance (1G), Dark Vision

Skills: Armoury (Cylon Beam Weapons) 10, Beam weapons (Laser) 15, Brawling 15, Broadsword 15, Computer Operation 13, Demolition 10, Detect Lies 10, Diagnose 10, Gunnery (Cylon Fighter Beam Weapons) 15, Intimidation 13, Interrogation 13, Knife 15, Mechanic 10, Navigation 13, Piloting (Cylon Fighter craft) 15, Spear 15, Strategy 11, Tactics 11, Tracking 10

Standard equipment includes two plasma disruptor weapons. These function as normal laser pistols, but doing 8d damage.

The organic neural net of the Cylon makes this machine very ferocious. It does not mind destroying other Cylons that get in it is way and destroys them with relish. It also likes to take command of other Cylons and can be single minded in its mission.

New Cylon:

New Cylons are a combination of Colonials planted in Cylon armour, and as such, they enjoy qualities of both races.

New Cylons have the basic four stats of their human originals, with ST having a minumum value of 15 due to their exoskeleton. Their armour also provides DR 20. In addition, they gain the advantages of Improved G-Tolerance (1G) and Dark Vision.

A New Cylon gains the skills of a standard Silver Centurion, substituting their human skills if they are higher. In addition, any human piloting and gunnery skills can be used at their current levels for Cylon equipment.

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MAXIMUM PRESS COMICS

Current Date: 7362

For twenty yahrens, the Colonial Fleet has waged a war for their freedom. Fleeing the tyrannical oppression of the Cylon Empire, they have wandered the galaxy in pursuit of the legendary sanctuary known as Earth. Finally, their search is over. Earth is before them. Will they find the freedom they fought for, or death and destruction at the hands of a Cylon Empire more powerful and terrifying than ever before?

The saga continues...

GAME RULES

The **FCS** rules have Click here for the Fleet Combat System Rules. Click here for Large Scale Fighter Rules.

All Cylon Baseships and Battlestars are considered to be 1X Ships and thus follow all rules for 1X ships with the following slight changes:

- Phasers may not be overloaded.
- Only Phaser 3's may be rapid pulse, but this does not apply to fighters at all - fighter weapons may not be rapid pulse.
- Shields are not affected.
- All normal rules found on this site apply, so capital ships still can not HET, make tactical manoeuvres and so forth.

Ships do not have shields. I thought about this for a long time but have decided that I can find no evidence for them.

New Craft:

There are no new actual ships, but almost all the ships have received upgrades of some sort. All technology has received a drastic overhaul and most ships have a different look and feel to them than before.

Type	Speed	Weapons	Damage	BPV	DFR	Year	Notes
Upgraded Viper	20	Special	4	4	4§	>7350	Turbos (Speed 30), has a -1 to all attack rolls made in the F arc
Upgraded Raider	18	Special	4	3	3§	>7350	has a -1 to all attack rolls made in the F arc
Upgraded Shuttle	12	None	6	1	1§	>7350	

FLEEING FROM THE CYLON TYRANNY, THE LAST BATTLESTAR, GALACTICA, LEADS A RAG TAG FUGITIVE FLEET ON A LONELY QUEST...
...FOR A SHINING PLANET...
...KNOWN AS EARTH

Battlestar *Galactica*

The *Galactica* has not actually undergone many significant changes save for technological upgrades. Use the normal Battlestar SSD, remove the Phaser 1 and add 10 boxes of armour.

Battlestar *Pegasus*

The *Pegasus* has undergone some revisions since it disappeared when it previously met the Galactica. The missiles have gone, and instead a powerful energy cannon (the '*Pegasus* Cannon') has been installed.
Remove all missiles from the SSD. Add 2 Flag and 4 battery boxes. *The Pegasus* is armed with the *Pegasus* Cannon (see below).

Cylon Baseship

The modern Baseship seems to only have one type and is now armed with an Energy Cannon as their main weapon.

- Galactica X-Ship SSD (gif, 40k)
- Pegasus X-Ship SSD (gif, 40k)
- Baseship X-Ship SSD (gif, 40k)

SSD design by me, drawn by ***Sean Driscoll****.*

Energy and *Pegasus* Cannon:

The *Pegasus* and the Cylon Baseships both have a similar main weapon - that of a devastating energy cannon. These weapons are literally capable of taking out an enemy ship in one shot, although the Pegasus cannon is the more powerful of the two types.

These weapons function much like a (E8.0) Mauler, but with some important differences.

- The fire arc of the cannon is the single line of hexes directly in front of the craft.
- Energy for the cannon comes directly from any power source on the ship. Batteries and main engines are all automatically tied into the cannon and thus need not be specifically drawn in on the SSD. In addition, as much or as little energy can be supplied to the cannon. Power sources and batteries are not grouped.
- (E8.332) is not in effect. The firing of the cannon does not damage power sources.
- While a cannon can use battery power, a cannon may be fired on reserve power. At least one point of engine power must be supplied on the turn of firing, and this must be declared on the Energy Allocation form.
- After firing, a cannon cannot be fired again for a full 16 Impulses, and only once per turn.
- A ship with an energy cannon is not subject to (D23.0) Shock.
- (D21.0) Catastrophic Damage is recommended for units hit by an energy cannon, but remember that (D21.3) Evacuation by Transporter will not be available.
- An energy cannon can only target capital ships, never fighters, shuttles or yachts.

The damage the cannon does depends on the range, firer and energy put into the shot. See the following table:

	Damage Scored	
Range	***Pegasus* Cannon**	**Baseship Energy Cannon**
0-1	6x energy discharged	3x energy discharged
2-10	4x energy discharged	2x energy discharged
11-15	3x energy discharged	1x energy discharged
16-20	1x energy	No fire possible

discharged

Yes, the energy cannon is devastating. The Pegasus cannon was renowned for its ability to destroy a Cylon Baseship completely with a single shot. A Cylon Baseship also destroyed the Pegasus with a single shot, but that was after the Pegasus had been rammed several times by solenite equipped Raiders.

Hyperspace Travel

Both Colonial and Cylon forces use a different form of FTL travel than previously. This is longer ranged then the standard Marron drive and operates on a slightly different technique. Instead of individual ships having jump drives, one ship now has the ability to form a warp tunnel through hyperspace to the destination. Once opened, any ship can pass through the tunnel. The tunnel closes when the ship generating is has passed through. There are some slight differences between the way the two races operate their systems though.

Temporal Overdrive

Colonial starships use a much more advanced version of hyperdrive, called the Temporal Overdrive. This allows them to cover hundreds, if not more, light-yahren in a single. It was given to them by the Seraphs in their aid to help the Colonials find Earth. The Temporal Overdrive puts a strain on the ships that fly with it though, so unfortunately that means that small craft (fighters and shuttles) must be docked within the ship before it can safely use the Overdrive. If they are not docked then they will be destroyed.

Warp Corridor Technology

Warp Corridor technology is the Cylon equivalent of the Colonial Overdrive, however it is not as far reaching as the Temporal Overdrive system. It was initially gained from the conquered race - the Unari - and then upgraded by Count Iblis on Baltar's ship. This was eventually downloaded and copied by the imperious Leader who ordered it modified on other Baseships. While still not as far reaching as the Temporal Overdrive, it does have an important advantage over that system in that when the Warp Corridor is opened small craft that happen to be around the warping Baseship may also enter the corridor without fear of destruction.

Game Rules

Only Baseships and Battlestars have the ability to open warp tunnels. Standard fighters, shuttles and civilian craft cannot do this anymore, but now they do not need to.
The ship opening the warp tunnel must follow the normal rules as it were jumping into hyperspace, but instead of jumping, the following happens. Do not use the normal Fleet Operation Hyperspace rules.

When the ship activates its warp engines, a tunnel opens in a hex five hexes in directly in front of the activating craft. This tunnel entrance will stay open for 12 impulses after the activating craft has passed through the hex. This hex will block line of sight and will break any locks.

Any ship entering the ship from any angle is considered to have passed into the tunnel and left the game - it may not return. If the tunnel was generated by a Colonial craft using the Temporal Overdrive, then any small craft - shuttles and fighters - that enter the hex are automatically destroyed, they must be docked to be safe and thus entered the hanger of a craft the hex before the hex of the tunnel. Cylon vessels using the Warp Corridor technology have no such restrictions and small craft may come and go at will through the corridor.

An activating ship may keep the corridor open for as long as it likes, but each turn that the tunnel is kept open requires the ship to pay energy for holding the tunnel open. This is equal to 10% of the original warp engine boxes.

If the activating ship does not pay this energy or is destroyed before it enter the tunnel itself, then the tunnel collapses. As it takes several centons to get to the other side of the tunnel, all within it at the time of collapse will be destroyed, whether they had warp engines themselves or not.

Large scale fighter rules

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GALACTICA: 1980

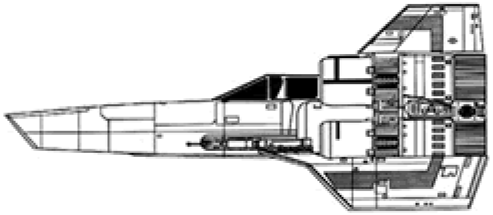
Fourteen yahrens after the *Galactica* and her fleet leaves the destruction of a Basestar and the Colonies behind, it manages to find Earth. Unfortunately the Earth of 1980 is not in the condition that it was hoped and thus the *Galactica* has led the Cylons to the last refuge of man only for it to be defenceless!

GAME RULES

New Craft:

There are two new types of fighter available from the series.

Type	Speed	Weapons	Damage	BPV	DFR	Year	Notes
Asp Mk II Recon Viper	20	Special	6	6	4§	7360	Turbos (Speed 30), Scout Sensor
Cylon AB Raider	20	2x P3 - FA	8	12	3§	7360	Armour



***Asp Mk II* Recon Viper**

The *Asp Mk II* is a variant of the standard *Asp* Class Recon Viper, however with improvements. The craft is a longer, two seater craft, and whilst still containing all the standard scout and sensing equipment of the ealier *Asp*, it is also armed like a normal Viper and thus may engage in combat if it has to.

Cylon AB Raider

The AB Raider is a prototype of a new class of Raider that the Cylons are producing. It is twice the size of a normal Raider, has a five Cylon crew and contains better weapons and engines than a standard Viper. In addition it has jamming equipment which is able to block communications from enemy craft. If it has a weakness, than it is perhaps the vunerable communications gear that could be hit by a lucky shot.
Treat the AB Raider as a Large Cylon Fighter craft. In addition, the AB Raider has special armour which allows it to absorb fire from enemy fighters and defensive batteries. Any time an AB fighter is hit by fighter fire or phaser 3 fire, roll the damage normally and then subtract 2 from the actual damage scored. Because a fighter flight usually consists of many fighters, subtract 2 points of damage *per* fighter in the flight. This armour wil not protect against missiles and larger types of phaser damage.

FLEET COMBAT SYSTEM

The **FCS** rules have moved here.

LARGE SCALE FIGHTER STATS

Colonial *Asp Mk II* Class Recon Fighter:

Hull	6	**L. Warp**	5	**R. Warp**	5	**C. Warp**	5
Pilot 1	1	**Pilot 2**	1	**Landing Gear**	1	**Turbo**	1
Turboloaser A	1	**Turbolaser B**	1	**Sensor**	1		

Sensor	6,0	**Scanner**	0,9	**Dam Con**	NA	**Excess**	2
Move cost	0.50	**Turn mode**	A	**Life support**	0.50		

Turbolasers A and B have FA arcs.

Cylon AB Raider:

Hull	8	**L. Warp**	8	**R. Warp**	8	**C. Warp**	8
Crew	5	**Landing Gear**	2	**Sensor**	1		
Turbolaser A	1	**Turbolaser B**	2	**Turbolaser C**	3	**Turbolaser D**	4
Sensor	6,3,0	**Scanner**	0,6,9	**Dam Con**	2	**Excess**	3
Move cost	1.00	**Turn Mode**	C	**Life support**	1.00		

All Turbolasers have FA arcs.
Armour: The armour on the AB Raider works slightly different than normally. Subtract 8 points of damage from each turbolaser hit against the craft. This will make many attaks undamaging.

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THE TOM DESANTO REVIVAL

Current Date: 7369

Set some twenty five yahrens after the events of the original series, the Colonials have ended their quest for the planet Earth, and stopped in a vast asteroid belt that contains all the resources that they need for their continued survival. One reason for the stoppage, is that two yahrens after the series, the Colonials teamed up with the Battlestar *Pegasus* and engaged the Cylons in a huge space battle, from which they emerged victorious, although at great cost. Many people were lost, including captain Apollo. Now, the Colonials live in peace in their asteroid city of New Caprica, teaching about the destruction of the Colonies to their children.

However, the Cylons have not been dormant either and know exactly where to find the Colonials...

The Colonials:

For the most part, the Colonials have not changed much. A lot of the equipment they are using now is the same as it was tweny yahrens ago. With no conflict with the Cylons, they have not felt the need to do much upgrading and expansion to their military. That does not mean that they have not done any, but the new numbers are very low. New vessels chiefly consist of the advanced Vipers, which have been hidden away from the Council of Twelve for fear of the project being disbanded, and funding withdrawn.

Vipers

The standard combat Viper is still the old *Starhound* class which served so faithfully all those yahrens ago. However, this has been complemented by an Advanced Viper which is only available in very limited numbers. This new Viper has been kept secret from the Council of 12, but easily eclipses the older *Starhound* model.

Battlestar *Galactica*

The *Galactica* is still in service with the Colonial military, although these days seems to serve as more of a icon of the past than a military ship of the future. However, the *Galactica* of the present is a little different to that of the past. Its fuselage contains some large battleship style turrets giving the craft a very powerful punch.

The Cylons:

Unlike the Colonials, the Cylons have not sat still over these past yahrens. Indeed, they have advanced and progressed. There have also been some changes in the Cylon seat of power. With a new Imperious Leader, and with the recapture of Baltar, there are now some differences with the way that the Cylons view mankind. They have been led to believe that mankind is only a threat because of the freewill that we exhibit. If this is removed, then mankind is no longer a threat, and indeed can become a useful part of Cylon society. Baltar suggested this to the Cylons and became the first test human to lose his freewill and become a human drone. Unfortunately, some Cylons were against this whilst others were for it, and they engaged in a civil war. The victorious faction realised that humans could be useful and thus seeks to incorporate them rather than destroy them.

In addition to ideology changes, Cylon technology has expanded as well, with more advanced types of Cylon, new deadlier ships and better weapons. The Information Network has also expanded with Controllers to orchestrate the fleets.

Raider

The standard Cylon Raider has been redesigned and made better. Faster, tougher and with heavier weapons, it is more than a match for the older *Starhound* Viper. With the new Cylons at the helm, it is a death machine for older Colonial technology.

Baseship

The new Cylon Baseship is pretty similar to the old model, but does have some upgraded technologies. One of these is a new method of launching Raiders. Whilst the baseship can launch Raiders in the conventional way, their usual tactic is to hold all three hundred raiders on the underneath of the ship and when battle commences, all the Raiders simply drop off and fly into battle in one large bat swarm.

GAME RULES

For **Fleet Combat System** see here, while the **Large Scale Fighter Rules** can be found here.
For **GURPS: Battlestar Galactica** notes, see here.

Unless noted, all SSD's of ships are the same as their original counterparts found elsewhere on this site. No ship has shields.

New fighter types include the following:

Type	**Speed**	**Weapons**	**Damage**	**BPV**	**DFR**	**Year**	**Notes**
Advanced Viper	20	Special	3	2.75	4§	7362	Turbos (Speed 31) Gets a -1 to all attack rolls in the front arc
Advanced Raider	18	Special	4	2.75	3§	7357	Gets a -1 to all attack rolls in the front arc

Technology has not stood still - even for the Colonials - and all military ships should be considered 1X Technology, although with a few limitations.

- Phasers may not be overloaded.
- Only Phaser 3's may be rapid pulse, but this does not apply to fighters at all - fighter weapons may not be rapid pulse.
- Shields are not affected.
- All normal rules found on this site apply, so capital ships still can not HET, make tactical manoeuvres and so forth.

Colonials:

The Colonials do not have much in the way of new equipment, but they do have an upgraded *Galactica* which houses some very powerful pulsar cannons in addition to some upgraded X technology.

- Battlestar *Galactica* SSD (45k, gif)

  SSD design by me, drawn by ***Sean Driscoll****.*

In addition to this, the Colonials do have some Advanced Vipers, but not as many as they would like. In fact, only four flights from the *Galactica* may be of the Advanced Viper type.

The Colonials do have the full range of civilian vessels as normal, although most are now unarmed. Civilian ships may be 1X or normal technology.

Cylons:

No Cylon should never use the variant rule for degraded quality. All Cylons should be considered of normal quality, although there are a few Cylon aces.

Cylon Baseship

The Baseship is pretty much like a normal Basehip, just with better capabilities. As well as being a 1X ship, he other main difference lies in it is Raider launching systems. The Baseship is able to hold all three hundred Raiders on it is underside, and as such, it can launch all the Raiders in one go.

A Baseship may have Raiders held onto the underside of the ship based on its weapon status. If at WSIII, then the ship may have Raiders ready to launch in this way, although a particular scenario may offer reasons why this is not so - for example, if the Baseship is about to land on a planet.

A Baseship may launch *all* of its Raiders that are carried beneath it, in one phase, or it may launch as many as it desires. However, all Raiders are simply detached from the Baseship and thus start with a speed equalling the acceleration of the Raider.

Raiders may land on the underneath on the Baseship, but must treat this as a normal shuttle bay, and thus only one flight may land at any one time.

Raiders on the underneath of the Baseship may not fire, nor may they be refuelled or rearmed. In addition, the Baseship is also under a few limitations. While the Raiders are carried, the Baseship may not fire some of its weapons, the exact amount depending on the amount of Raiders carried underneath the ship - consult the table following for exact numbers. In addition, if a shot hits the ship, then a die roll has to be made to determine whether or not the underside of the Baseship was hit, and if so, the Raiders will be hit. Again, consult the following table for the number needed. If the roll indicates that the underneath was hit, then a Raider flight will take the damage - apply four points of damage to a Raider, then a point of damage on the DAC, then another four points to a Raider, then a single point on the DAC and so on, until all the damage from that attack has been accounted for.

Raider Flights Carried	**Roll needed to hit Raiders (1d6)**	**Weapons able to be used by Baseship**
0	0	All
1	1	Ph.3: 4x LF, 4x RF, 7x L, 7x R, 4x FA, 4x RA, 4x LR, 4x RR; Ph.1: 4x FH, 4x RH
2	1	Ph.3: 4x LF, 4x RF, 7x L, 7x R, 4x FA, 4x RA, 4x LR, 4x RR; Ph.1: 4x FH, 4x RH
3	1	Ph.3: 4x LF, 4x RF, 6x L, 6x R, 4x FA, 4x RA, 4x LR, 4x RR; Ph.1: 4x FH, 4x RH
4	1	Ph.3: 4x LF, 4x RF, 6x L, 6x R, 4x FA, 4x RA, 4x LR, 4x RR; Ph.1: 4x FH, 4x RH
5	1	Ph.3: 4x LF, 4x RF, 6x L, 6x R, 4x FA, 4x RA, 4x LR, 4x RR; Ph.1: 4x FH, 4x RH
6	1	Ph.3: 4x LF, 4x RF, 6x L, 6x R, 4x FA, 4x RA, 4x LR, 4x RR; Ph.1: 4x FH, 4x RH
7	1-2	Ph.3: 3x LF, 3x RF, 5x L, 5x R, 3x FA, 3x RA, 3x LR, 3x RR; Ph.1: 3x FH, 3x RH
8	1-2	Ph.3: 3x LF, 3x RF, 5x L, 5x R, 3x FA, 3x RA, 3x LR, 3x RR; Ph.1: 3x FH, 3x RH
9	1-2	Ph.3: 3x LF, 3x RF, 5x L, 5x R, 3x FA, 3x RA, 3x LR, 3x RR; Ph.1: 3x FH, 3x RH
10	1-2	Ph.3: 3x LF, 3x RF, 5x L, 5x R, 3x FA, 3x RA, 3x LR, 3x RR; Ph.1: 3x FH, 3x RH
11	1-2	Ph.3: 3x LF, 3x RF, 5x L, 5x R, 3x FA, 3x RA, 3x LR, 3x RR; Ph.1: 3x FH, 3x RH
12	1-2	Ph.3: 3x LF, 3x RF, 5x L, 5x R, 3x FA, 3x RA, 3x LR, 3x RR; Ph.1: 3x FH, 3x RH
13	1-3	Ph.3: 2x LF, 2x RF, 4x L, 4x R, 2x FA, 2x RA, 2x LR, 2x RR; Ph.1: 2x FH, 2x RH
14	1-3	Ph.3: 2x LF, 2x RF, 4x L, 4x R, 2x FA, 2x RA, 2x LR, 2x RR; Ph.1: 2x FH, 2x RH
15	1-3	Ph.3: 2x LF, 2x RF, 4x L, 4x R, 2x FA, 2x RA, 2x LR, 2x RR; Ph.1: 2x FH, 2x RH
16	1-3	Ph.3: 2x LF, 2x RF, 4x L, 4x R, 2x FA, 2x RA, 2x LR, 2x RR; Ph.1: 2x FH, 2x RH
17	1-3	Ph.3: 2x LF, 2x RF, 4x L, 4x R, 2x FA, 2x RA, 2x LR, 2x RR; Ph.1: 2x FH, 2x RH
18	1-3	Ph.3: 2x LF, 2x RF, 4x L, 4x R, 2x FA, 2x RA, 2x LR, 2x RR; Ph.1: 2x FH, 2x RH

For example, if a Baseship carrying 9 Raider flights underneath it is hit by enemy fire, then a roll of 1 or 2 on 1d6, the Raiders underneath will be hit. If 9 points of damage were scored, then the first four points would be applied to a flight, destroying a single Raider, the next point would be scored against the Baseship using the DAC, and then the final three points of damage would be scored against another Raider.

Whilst Raiders are carried beneath the ship, the Basehips other launch bays are still able to be used and these can be used to land Raiders as normal. In extreme cases a Baseship may carry Raiders within and outside the craft, but this is not normal procedure.

THE SECOND COMING

Current Date: 7364

Set twenty yahrens after the destruction of the Colonies, the Colonial Fleet is still running from the Cylons, although they have not been seen for some time now. Resources are running low and people are wondering if the Thirteenth Tribe is indeed real. Then, when things couldn't get much worse, Baltar reappears, running from the Cylons. The Cylons have had a civil war, but now they're back, evolved, and willing to start their edict of extermination anew...

This section is based on the trailer of **The Second Coming** by Richard Hatch. You will not find it anywhere on the web for legal reasons, but if you get the chance to see it at a convention, do so, as even though it is now a couple of years old, it is still very good, especially with the resources that were used.

The Colonials:

The Colonials are still the people from the original series, but now having adapted to living in ships, and indeed the fleet now supplies everything that the people need to survive. There are even foundry ships able to construct new types of warship - the *Scarlet* Viper is a result of this new construction. But the people and their ideals have not changed much, and still bear more than a passing resemblance to their friends and family who died at the Colonies.

www.BattlestarGalactica.com Copyright 1999 Su-Shann Productions
CGI Artist: Mike McAdams

The Battlestar *Galactica*

The *Galactica* has undergone some changes over the past few yahrens, and the most important of these is the addition of some powerful laser cannons mounted at the fore end. These are like those found on the Battlestar *Nova*, but with roughly double the firepower, making the *Galactica* a serious warship and Baseship killer.

VIPER MK2
SCARLET CLASS
© 1999 Steve Parady

***Scarlet* Class Vipers**

The *Scarlet* Class Viper is the newest line of fighter to enter Colonial service. Designed and manufactured soley in space, it incorporates all the latest in technology and follows all the lessons learnt from constant space battles. It is faster, more heavily armed and able to take more hits than a standard *Starhound* Viper. Unfortunately there are currently very few of them in the flight, construction continuing at a snails pace.

The Cylons:

The Cylons have evolved over the past twenty yahren, although not as much as they would have liked - internal politics coming to a head with a Civil War - and while the new regime is intent on destroying all human life and has designed new toys to do just that, it has to also rebuild its own Empire and create a stable order once more. As such, the Cylons are still using a lot of older equipment. But there are upgrades.

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www.BattlestarGalactica.com Copyright 1999 Su-Shann Productions
CGI Artist: Kenneth Thomson, Jr.

The Centurion

The standard Centurion has not undergone much of a change physically, but underneath the hood, the software has had a few revisions, making the standard foot soldier slightly more deadly than before.

As well as that, the Cylons have introduced a new type of Cylon - an elite model with a shining blue eye light. Much improved with upgraded skills and speed, the Elite Centurion is more than a match for a Colonial Warrior. it is only the recent upheaval in the Cylon Empire that has meant that there are not many of these Cylons.

Aside from the Centurions, there have not been too many additions to the Cylons arsenal. They still fly the same Raiders and they operate from the same Baseships. They do have some improved ground support vehicles - large Cylon walkers armed with powerful lasers and manipulators - and they do have a Super Baseship support ship armed with an incredibly powerful plasma cannon, rivalling that of the Ravashol Pulsar.

GAME RULES

For **Fleet Combat System** see here, **Large Scale Fighter** and **GURPS: Battlestar Galactica**, see here.

Unless noted, all ships are the same as their originals found elsewhere on this site. There are no shields, and none of the ships are X-technology.

The Colonials have a new fighter - the *Scarlet* Class, and they have an upgraded *Galactica*. Note that the *Scarlet* Viper is still rare and the Colonials only have a couple of flights of them at most. Most *Scarlet* Vipers are actually used by flight leaders, and if this is applied, then the Mixed fighter flight rules should be used.

Type	**Speed**	**Weapons**	**Damage**	**BPV**	**DFR**	**Year**	**Notes**
Scarlet Class Viper	21	Special	4	3	4§	7362	Turbos (Speed 30) Gets a -1 to all attack rolls in the front arc

- Battlestar *Galactica* SSD (45k, gif)

  SSD design by me, drawn by Sean Driscoll.

The Cylons

The Cylons do not have a lot of new rules for them, however the Variant Cylon Quality rule should not be used. In addition, if any Cylon Elite Centurions should be present (and there should be no more than one or two flights at any time) then they are always considered to be aces.

As well as normal Raiders, the modern Cylon Fleet has a lot of Foxbat Raiders included in it.

If using the Cylon Walkers, then each one is equal to a tank in **Module M** and the Advanced Boarding Rules.

www.BattlestarGalactica.com Copyright 1999 Su-Shann Productions
CGI Artist: Mike McAdams

Super Baseship

The Super Baseship may rotate. It may not land on a planet. For other points, treat as a Baseship. It has a hyperspeed multiplier of x1. It has two unique features - a plasma cannon and the ability to 'unscrew'.

- Super Baseship SSD (45k, gif)

  *SSD design by me, drawn by **Sean Driscoll**.*

The Plasma Cannon

The plasma cannon is a large weapon, and can only be used once the ship has unscrewed. The plasma cannon itself should be treated in all respects like a Type-R Plasma Torpedo (FP2.1), the only difference being that the warhead does not degrade over distance and neither can it be degraded by weapons fire. It may be held.

In addition, a plasma torpedeo may be armed and launched in a single turn if the full 9 points of energy are spent. Each point of damage to the plasma cannon means that the weapon must spend an amount of turns charging equalling the damage. So if two points of damage had been taken, it must take two turns to charge up, following the normal sequence of charging. Taking damage does not mean that the cannon requires more than 9 points of energy to charge. A plasma cannon may not be fired within 16 impulses of a previous firing.

Finally, the plasma cannon may not be downloaded to other plasma types, may not be fired in any other modes and contains no PPTs. The torpedo fired has only a range of 30 hexes. Once this has been achieved, the torpedo will fizzle out and become inert.

Unscrewing

The Super Baseship has the unique ability to unscrew, and indeed, can only use certain abilities in the screwed or unscrewed form.

- When screwed up, the ship may enter hyperspeed, but may not fire its plasma cannon, nor may it charge the cannon for use when unscrewed. In addition, the plasma cannon may not be hit by gunfire until damage to ship has reached column
- When unscrewed, the ship may fire the plasma cannon, but may not enter hyperspeed. It may be damaged normally.

To screw or unscrew, the ship must spend 16 impulses. During this time, the ship may not launch fighters, fire the plasma cannon or enter hyperspeed. All phaser-1 fire is at a +1 die modifier. The intent to un/screw must be written down in the energy allocation turn (although the particular phase is not required), and a ship may not un/screw again within 16 impulses.

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ARMAGEDDON

by Richard Hatch and Christopher Golden

Current Date: 7362

It has been eighteen years since the Battlestar *Galactica* and its ragtag fleet of survivors began their epic journey to find the legendary planet Earth - believed to be the home of the missing Thirteenth Colony of Man.

Adama, the *Galactica's* commanding officer, has just died, and Apollo's bext friend, Starbuck, has disappeared during a recon patrol and is presumed dead - a victim of Cylon Raiders. The Quorum, the fleet's ruling body, is about to choose Adama's successor. Apollo and his sister, Athena, are in line to command. But a member of the Quorum accuses Apollo of being a traitor, and leads a rebellion against the *Galactica's* military rule.

it is the worst time possible for Apollo to leave the *Galactica*, but he has recieved telepathic images of Starbuck still alive. In the midst of growing turmoil and hostilities, Apollo strikes out on his own to find his friend in uncharted space filled with Cylons - seven foot tall cyborg berserkers who still pursue the fleet in their unending war to destroy all humans. A new Cylon secret weapon is being readied, and a sneak attack on the fleet is imminent.

When Apollo returns to the *Galactica*, the fleet is in chaos. Confronted by a deadly force of Cylon warriors on the outside, and rebellion led by the embodiment of evil aboard the Battlestar, he fights for his life, the survival of the fleet, and the ultimate fate of humanity itself.

GAME RULES

All ships have shields and thus the variant shield rules should be used.

All civilian craft are armed and should have at least 1 or 2 ph.3s. All civilian ships have shields as well, and some should even have a shield strength as if they were warships, however these ships are few and limited to strategic ships (like the forge ship).

All fighters have shields too, but these are already tallied into their damage points so no additional rules are needed.

New Craft:

There are not any changes to capital ships at all. While ships do have increased technology, this is mainly in the areas of sensors and computers. As such, there are no changes needed to be made to standard ship SSDs.

However, there are a number of new fighter types available.

Type	Speed	Weapons	Damage	BPV	DFR	Year	Notes
Azure Class Viper	19	Special	3	2.5	3§	7356	Turbos (Speed 30)
Scarlet Class Viper	21	Special	4	3	4§	7362	Turbos (Speed 30) Gets a -1 to all attack rolls in the front arc
Dark Cylon Raider	20	Special	4	4	3§	7362	Gets a -1 to all attack rolls in the front arc QSE device installed

***Azure* Class Vipers**

These are the first of a new line of Vipers designed by the Fleet. They are actually very similiar to the older *Starhound* Vipers but contain newer systems and more efficent engines.

VIPER MK2
SCARLET CLASS
© 1999 Steve Parady

***Scarlet* Class Vipers**

The *Scarlet* Class Viper is the newest line of fighter to enter Colonial service. Much upgraded with all new systems, sensors, voice control, better weapon and shielding systems, the *Scarlet* Class Viper is most definitely a force to be reckoned with.
At the end of Armageddon, only a handful of *Scarlet* Class Vipers had been built.

In addition to *Azure* and *Scarlet* Class Vipers, there are still some of the older *Starhound* Class Vipers in operation.

Dark Cylon Raider

The Dark Raider is the latest in Cylon technology. The Raiders are larger, faster and better armed and armoured than older Raiders, and with the new Dark Centurion piloting them, more than a match for standard Vipers. Even *Scarlet* Class Vipers are threatened by them. As well as being an all new design, each Dark Raider contains a Quantam Shift Effect Generator which makes it a particularly sneaky opponent as well.

Dark Centurions:

Dark Centurions are modified Cylons using DNA from Baltar. As a result of this, the Cylon is starting to think and act more like a human rather than a normal Cylon. To account for this, do not use the variant Cylon Fighter rule handicapping their combat abilities. While Dark Centurions chiefly pilot the Dark Raiders, they can (and do) pilot normal Raiders as well.

For **GURPS** rules, see here.
Alternately, the Dark Centurions could be the same as the Elite Centurions from the The Second Coming, not sure about that one.

Quantum Shift Effect:

Some ships are equipped with the QSE generator. This special piece of equipment allows a vessel to literally shift into another dimension. While in this dimension, they cannot be detected or attacked by units in 'normal space' but can themselves see out allowing them to make pop-in attacks on targets at will.

Note: When the QSE generator is on, a craft is considered 'phased'. When the device is not active the vessel is considered in 'normal space'.

A QSE equipped unit may activate their QSE generator in 6B. Impulse Activity Segment as if the QSE was a Cloaking Device. The generator takes one Impulse to phase during which the craft is treated as if it was in normal space and thus may be effected by any craft not operating QSE generators.
On the second Impulse of activation, the ship is now fully phased. Activation of a QSE does appear on sensors so a craft phasing into another dimension is not a secret.

Deactivating a QSE is much like activating the device. On the Impulse of deactivation the vessel is still considered phased, while on the second Impulse the craft is back in normal space. Again, the phasing craft can be detected, although only attacked on the second phase.

There is 1 Impulse of lag time before a ship may activate or deactivate its QSE generator again, so it is possible for a fighter that is currently phased to uncloak, make an attack and be phased again in the space of 5 Impulses.

When phased nothing in the real world will effect a QSE equipped craft. No ships in the real world can detect the vessel (either with visual aids or with the naked eye) and thus cannot shoot at them. In addition, a phased vessel may happily travel through other craft as if they were not there. Communications are not possible between phased and normal craft.

While a phased ship may not interact with anything in normal space, it may detect and see vessels in normal space with no problems. As such, the QSE makes for great sneak attacks.

When using QSE equipped vessels, any phased ship should have it is counter removed from the board and until it reappears, have all its movement plotted.

By the end of 'Armageddon' only one QSE was in Colonial hands and that was attached to Commander Apollo's *Scarlet* Class Viper. It is unknown how many units the Cylons had, but in their final attack on the *Galactica* and her fleet, they only employed five Dark Raiders with these units.

FLEET COMBAT SYSTEM

The **FCS** rules have moved here.

LARGE SCALE FIGHTER STATS

Azure Class Vipers are treated as normal Vipers.

Scarlet Class Vipers:

Hull	6	**L. Warp**	4	**R. Warp**	4	**C. Warp**	4
Pilot 1	1	**Landing Gear**	1				
Turbolaser A	1	**Turbolaser B**	1				
Sensor	6,3,0	**Scanner**	0,5,9	**Dam Con**	NA	**Excess**	2
Move cost	0.50	**Turn mode**	AA	**Life support**	0.50		

Turbolasers A and B have FA arcs.

Dark Raiders:

Hull	6	**L. Warp**	4	**R. Warp**	4	**C. Warp**	4
Pilot 1	1	**Pilot 2**	1	**Pilot 3**	1	**Landing Gear**	1
Turbolaser A	1	**Turbolaser B**	1				
Sensor	6,3,0	**Scanner**	0,5,9	**Dam Con**	NA	**Excess**	3
Move cost	0.50	**Turn mode**	B	**Life support**	0.50		

Turbolasers A and B have FA arcs.

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WARHAWK

by Richard Hatch and Christopher Golden

Commander Apollo, having successfully beaten the Cylons in a deadly space battle, leads the *Galactica* and the fleet into unexplored territory in search of the Thirteenth Tribe. Guided by the holomap discovered on an abandoned Cylon outpost, they set course for a mysterious world that may or may not be the legendary planet Earth.

But they are not alone in this sector of space. The Cylons continue to expand outward in the same direction. And this area of the galaxy is not uninhabited. Both the Cylons and the Galacticans are confronted by the Chitain, a completely alien race more warlike and fearsome than anything previously encountered: they make the Cylons seem almost civilised. And their mission is to become the only sentient lifeforms in their sector by eliminated everyone else.

It is into Chitain space that Apollo must lead the fleet in search of the planet on the holo-map. Once there, Apollo makes the discover of a lifetime: The planet is not Earth, but it was once the home of an ancient colony started by the Thirteenth Tribe. And it is now the home of Commander Cain - Sheba's father, the late Adama's comrade-in-arms, and the leader of another group of exiles that left Caprica eighteen yahrens earlier, just after the Cylons mounted their sneak attack on the Colonies... and just before Adama led the Colonial survivors out of harms way.

Considered dead, Commader Cain has not only survived in this far-flung corner of the galaxy, he has thrived and established a military base and warcraft manufactory. In addition the Battlestar *Pegasus*, in which Cain fled those many yahrens ago, his group is in the process of building two new Battlestars and countless new Viper attack craft. Cain is preparing for the ultimate battle with the Cylons.

But the Chitain must be taken into account. Apollo wants to pursue peace with the hostile aliens. Cain, and many others, loudly oppose this move. Apollo, following his instincts, goes with Starbuck to speak with the Chitain, under a flag of truce. On the Chatain homeworld, they are greeted as visiting royalty - an unexpected surprise, and certainly too good to be true.

Apollo and Starbuck must discover the secrets of Chitain's warrior society. They must uncover the true nature of the strange creatures held as slaves by the Chitain, and how the approaching Cylons figure into the mix. And finally, Apollo must decide if Cain's plan for an all-out attack against both forces is best for the safety of the fleet and, if so, how he can limit the death and destruction that will surely follow.

Commander Cain's Fleet

Commander Cain had started building himself a new fleet of warships. Coupled with some survivors that he managed to pick up, Cain is definitely a powerful commander. He has managed to build himself two additional Battlestars - the *Daedelus* and the *New Bellophon*. In addition, he still commands the *Pegasus*. The actual configuration of the new Battlestars is unknown, but considering Cain's perchant for war, I would suspect that they would be the same as the *Pegasus*.

Cain also has other warships, around 12 of them. What these are is a mystery. The book lists them as Battlecruisers, but they are most certainly not Battlescruisers in the sense that this site uses the term. The *Starlight* for example, only has a crew of four. I would imagine that they would be patrol boats or light cruisers at best. Cain's Vipers are mainly *Starhound* Class, but I would imagine that he has managed to update some to *Azure* Class. In addition, he has built three Viper Duets.

Up until the end of the book, none of Cain's fleet or fighting forces were QSE equipped. One Viper Duet would be such equipped, but that would be under the command of Colonel Athena and piloted by Dalton and Troy.

It is safe to assume that all civilian vessels under the command of Cain would be armed.

At the end of 'Warhawk', the *New Bellophon* and all but three additional warships have been destroyed. All warships are QSE equipped.

Commander Apollo's Fleet

By the time of 'Warhawk', a lot more Vipers have been equipped with QSE generators. I would imagine more *Scarlet* Class Vipers have also been built, but the Forge ship was destroyed at the end of 'Armageddon', so it is certain that production has dropped.

It is also stated that Apollo's fleet has additional warships amongst them. It is safe to assume that these are not large warships, so I would imagine that they are generally patrol ships with maybe one or two light cruisers thrown into the mix.

By the end of 'Warhawk', all ships of the fleet would be equipped with QSE, with some non-military ships slaved to a master QSE ship. Not all Vipers are QSE equipped though.

GAME RULES

All the rules from Armageddon should be used in addition to these addition.
Notes for Chitain in **GURPS** can be found here.

New Ships

Type	**Speed**	**Weapons**	**Damage**	**BPV**	**DFR**	**Year**	**Notes**
Viper Duet	20	Special	6	3	4	7361	Turbos (Speed 30) Gets -1 attack roll to all forward arc Has an additional attack roll to rear arc
Chitain Fighter	26	Special	4	3	4	?	Has a 360° degree attack See notes.
Sky Fighter	22	Special	4	2.5	5	?	

Viper Duet

The Viper Duet is literally two Vipers mated together. The ship has the added bonus of additional forward firing power, and a turret protects the rear end of the ship. The craft has a crew of two, either of which can access the weapons and flight controls of the ship. These ships function much like Asps, but without the scout sensors.

Chitain Fighters

The Chitain fighter does have a weakness in that its stinger plasma weapon may not fire above the craft. To simulate this, when engaged in a dogfight with fighters piloted by anyone *other* then a poor crew, the Chitain craft has a +1 to its attack roll. Chitain fighters are solely interplanetary with no jump capability. They are also never equipped with poor crews.

Sky Fighters

Without armour, a Sky fighter has no weapons, a Damage of 2 and a move of only 18.

QSE Generators and Slave Units:

Capital ships can now be equipped with QSE generators. These function exactly as normal QSE equipped ships and follow the same rules.

Some ships are equipped with slave units. These ships cannot initiate QSE on their, but instead, but when their master ship engages their QSE, then all slave units enter QSE as well. A slave ship may not opt out of this.

All slave ships need a controller. The controlling ship may control a number of slave units equalling it is F&E Command Rating. All slave units must be within 3 hexes of the controlling ship. If the controlling ship is destroyed, then the slave unit will remain in whatever state it was in when the controlling ship was destroyed. During the course of a game, a slave unit may not be retuned to accept another controller.

Obviously if the controller is destroyed, then a slave ship may not change it is QSE state.

FLEET COMBAT SYSTEM

The **FCS** rules have moved here.

LARGE SCALE FIGHTER STATS

Azure Class Vipers are treated as normal Vipers.

Viper Duet:

Hull	8	**L. Warp**	6	**R. Warp**	6	**C. Warp**	6
Pilot 1	1	**Pilot 2**	1	**Turbos**	1	**Landing Gear**	1
Heavy Turbolaser A	1	**Heavy Turbolaser B**	1	**Turbolaser C**	1	**Turbolaser D**	1
Sensor	6,3,0	**Scanner**	0,5,9	**Dam Con**	NA	**Excess**	3
Move cost	0.50	**Turn mode**	A	**Life support**	0.50		

Heavy Turbolasers A and B have FA arcs, Turbolasers C and D have RA arcs.
All weapons in the same arc must fire at the same target.

Chitain Fighter:

Hull	6	**L. Warp**	6	**R. Warp**	6	**C. Warp**	6
Pilot 1	1	**Landing Gear**	1				
Plasma Cannon	1						
Sensor	6,0	**Scanner**	0,9	**Dam Con**	NA	**Excess**	3

Move cost	0.50	**Turn mode**	A	**Life support**	0.50

The Plasma cannon has a 360° arc.

Sky Fighter:

Hull	6	**L. Warp**	6	**R. Warp**	6		
Pilot 1	1	**Landing Gear**	1				
Plasma Cannon	1						
Sensor	6,4,2,0	**Scanner**	0,3,6,9	**Dam Con**	NA	**Excess**	3
Move cost	0.50	**Turn mode**	AA	**Life support**	0.50		

The Plasma cannon has a FA arc.
Nimble ship.

Heavy Turbolasers:

These require 1 energy point to fire.

<u>Range:</u>	**<u>0-2</u>**	**<u>3-4</u>**	**<u>5-8</u>**
To-hit:	1-5	1-4	1-3
Damage:	16	14	10

Plasma Cannon:

These require 1 energy point to fire.

<u>Range:</u>	**<u>0-2</u>**	**<u>3-4</u>**	**<u>5-8</u>**
To-hit:	1-5	1-4	1-3
Damage:	14	10	8

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RESURRECTION

by Richard Hatch and Stan Timmons

The Battlestar *Galactica* and the Colonial Fleet are in serious trouble. Their last encounter with the Cylons and the fierce alien race called the Chitain have left them crippled and exhausted and depleted of food and fuel. And they are still in Cylon space.

But Commander Apollo's next confrontation is with one of his own, as grizzled war veteran Commander Cain challenges him for leadership. Apollo wants to take the remnants of the fleet to a planet indicated on the mysterious holocube that was discovered on an abandoned Cylon outpost - a holocube that purportedly shows the path of expansion and exploration through the galaxy by the vanished Thirteenth Tribe. Cain prefers to make his stand right here, but is overruled by the late Commander Adama's son.

Apollo may win this fight, but he may not win the battle. For the next planet indicated on the holocube is also known to the Cylons, and they are waiting for the Galacticans in full force. it is only through the intervention of their newly installed quantum-shift technology that the fleet manages to escape the trap, as they are warped halfway across the galaxy to find themselves once again at their starting point: the planet Kobol - the birthplace of the Kobollian race that was destroyed by the Cylons twenty yahren ago.

Why have they been brought back to Kobol, and who is responsible for it? Have the Lords of Light granted them a new beginning? Or is this another plotby the Lord of Evil, Count Iblis, to finally exact revenge against Adama's family and the entire Galactican fleet?

GAME RULES

All the rules from Armageddon and Warhawk should be used in addition to these addition.

New Ships:

Class IV Baseship

The Class IV is a super size Baseship. Larger than normal, more heavily armed and armoured, the ship is literally bristling with weaponry and carries a vast array of Raider fighters.Ã

Class IV Baseship Hyrbid

The Hybrid Baseship is a standard Class IV Baseship mixed with Chitain weapons. This gives it a unique appearance with a Chitain stinger underneath the craft. The baseship may carry Chitain or Raider fighters.Ã

- Class IV Super Baseship SSD (45k, gif)
- Class IV Super Baseship Hybrid SSD (45k, gif)

*SSD design by me, drawn by **Sean Driscoll**.*

QSE Technology:

Quantum technology not only allows a ship to phase into another dimension, but it also allows a ship to travel at vastly increased hyperspace speeds. By 'folding' space, it is literally possible to traverse vast distances in a very short time.

To fold space this way, a ship first needs to enter phase space. Once there, the ship may, 16 impulses later, fold space and escape to a new destination. The ship (and any slaved units) simply leave the map.

Any small craft that are in phase space may fold when the capital ship does, by being in the same hex, or one hex radius as the folding ship. When it folds, they get dragged along in it is wake and fold too.

The advantage of using the QSE is that it does not require the build up of energy that normal hyperspace travel does.

FLEET COMBAT SYSTEM

The **FCS** rules have moved here.

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GURPS
BATTLESTAR GALACTICA

Life does not simply involve flying fighters and space ships no matter what the Colonial Warriors would like to tell you. And for those moments when you're having to get out of your Viper to blast some Cylon Centurions, **GURPS Battlestar Galactica** is for you.

INTRODUCTION

The following pages are my attempt at creating a role-playing supplement for GURPS to allow playing in my take on the **Battlestar Galactica** universe. Now you can finally have the chance to get in a Viper and take the fight to Cylons on a personal level. No more hiding between giant spaceships in the vacuum of space, now you can slug it out toe-to-toe.

The following rules and supplements should be found useful for this supplement.

- **GURPS Fourth Edition Prime Directive**, **GURPS Fourth Edition Lite** or **GURPS Fourth Edition rules**
- **GURPS Fourth Edition Spaceships**
- **GURPS Vehicles 2nd Edition**
- **StarFleet Battles Cadets Manual** or **Basic Set**
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While this section is a fully-fledged role-playing section, it does not have a lot of background and historical information contained within its pages. This was done to avoid duplication with the main background section of the overall **Battlestar Galactica** site. The background section can be found here and the all-important lexicon of words is there as well. Where possible, I have used **BSG** terms rather than our more mundane terminology for things.

GURPS 4th Edition:

Where possible, **GURPS Battlestar Galactica** has been updated to go with the 4th Edition rules. However, as not all of the relevant **GURPS** books have been updated to use the latest rules, some sections of this website are still 'stuck in the past' as it were. Predominately this only applies to **GURPS Vehicles 2nd Edition**. I have listed any pages that uses these 'older' editions clearly so that players will know what has been updated and what has not, and when new editions of these books appear, I shall update the rest.

Scales/Times and GURPS:

Because of the differing scales with **GURPS** and **Battlestar Galactica** I have made a decision to adopt the **GURPS** scale for this site. This means that you will need some slight conversion notes, and these are as follows.

BSG Measurement	**GURPS Measurement**
1 Metron	1.094 yards
1 Micron	0.622 miles
1 Maxim	6.214 miles
1 Laxar	2.205 pounds
1 Megon	2204.623 pounds

Thus, just remember that all weights are in pounds, a yard is effectively a metron, and anything else that might be different I will make clear.

Golden Cluster Awards:

As always I couldn't do this alone, and leaping to my rescue with their invaluable knowledge of the **GURPS** system, and especially the **GURPS Vehicles 2nd Edition** system, was **Rob Garita**. Rob designed the first draft of the space vehicles used here.
Many thanks!

Disclaimers:

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Thus, just remember that all weights are in pounds, a yard is effectively a metron, and anything else that might be different I will make clear.

Golden Cluster Awards:

As always I couldn't do this alone, and leaping to my rescue with their invaluable knowledge of the **GURPS** system, and especially the **GURPS Vehicles 2nd Edition** system, was **Rob Garita**. Rob designed the first draft of the space vehicles used here.
Many thanks!

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COLONIALS

The Colonials are human, but do have some slight differences to the humans that we know on planet Earth in the 20th Century. For more in-depth information about the Colonials and the Colonies, see here. The differences are listed here, along with the advantages and disadvantages. These are given free to any Colonial Character without any points having to be spent.

Advantages: Extended Lifespan (4 levels) [8], Literacy.

Disadvantages: All Colonials (and in fact all humans, although they might not know it) have Cylons as an Enemy who hunt them [-40].

Because of this, Colonial characters cannot get a Reputation, Social Stigma, Hunted, Enemy or other such disadvantage to be used with Cylons for additional points. All Colonials are hunted by Cylons and have them as an Enemy as standard. However, you can get these disadvantages versus Cylons if you have gone out of your way to make yourself an extra special threat to them. See your gamesmaster to help develop some reasons for why this is so but you have to have some sort of good reason for it to be allowed as the Cylons do not tend to go out of their way to hunt down specific individuals.

All Colonials mature at normal human rates despite the extended lifespan advantage.

As Colonials are human, there are some advantages and disadvantages that are found in the **GURPS Prime Directive** rulebook that are not allowed to be bought. These include all advantages that are listed as being Exotic and also include the following list:

Advantages: Body of Stone, Mind Link, Night Vision, Peripheral Vision, Telecommunication

Rank:

A Colonial in a military career may buy a rank from the lists given here. All characters start at Warrior/Ensign or Private Rank, and each rank after than costs 6 points per level. Unless the gamesmaster has other plans, it is generally not recommended for characters to start the game at a ranker higher than a Flight Sergeant/Sergeant.

Having any sort of rank in the military requires the character to purchase the Leadership skill.

Some designations (like the security guard) can be considered quasi-military designations. This means that the character may buy a rank and it will be considered valid for quasi-military designations. Amongst the military, the rank will still stand as a courtesy measure, but the character will not be allowed to actually command military personnel unless given permission by a higher ranking military officer.
For these quasi-military designations, use the Military Army ranks.

Status:

Colonial society does support status, and as usual, it ranges from -4 (worthless scum) up to 8 (literally divine). The usual person has a status of 0, and Colonial military careers will not take anyone with a status of less than 0.

Status levels of 1-2 are generally considered to be respected people in society, but ones without actual noble titles. Status levels of 3 and above are actually nobles and are entitled to be address as Sire or Siress. Status Levels of 4 or higher are usually Buriticans, the upper nobles in Colonial society and generally the ruling classes. Most of the time, these are hereditary titles.

Status levels of 4 or higher are not recommended for player characters.
For purposes of comparison, the Quorum of the Twelve would have a status level of 7 and the President of the Quorum would have a Status Level of 8.

Wealth:

Money is in wide spread use within the Colonies and their trading allies, and as such money plays its part in society. The wealth advantage is bought as stated in the rulebook, and a good guide to job sectar pay is given in **GURPS Space 3rd Edition** page 53, or in **GURPS Traveller 2nd Edition** page 106. Use the status chart in **GURPS Space 3rd Edition** page 50 for the sectar cost of living for various status levels.

The average starting wealth for characters is 15,000 cubits.

Aging:

With the early maturation and extended lifespan advantages, a Colonial character has a lifespan of the following: 18 years of childhood, 120 years of active maturity, and then the onset of progressive aging. Aging rolls begin at 138 and should be taken every two years and then accelerate at age 165 and 180).

Naming:

Colonials do not have surnames and generally just operate on their first and given name. Some people - especially those in the military - do have nicknames though and some people generally use these as their given names. The naming of a character is important, and care should be taken when selecting one. Because **Battlestar Galactica** is steeped in mythology, a good name for a character is any of the classical or mythical names from either the ancient Greek, Roman or Egyptian cultures, or something that might be found there. Other culture names can be used, but they should 'fit'. Modern 'western' names should be avoided for Colonials, but some derivatives could be used. Modern names can be used for nicknames though.

Because Colonials generally only have the one name, sometimes you can run across someone else with the same name as you. If you need to know more about who a particular person is, then you can add information about the persons lineage, quoting the prominent parent, their house, planet and status if know.
For example, Athena, daughter of Adama of the House of Kobol, from the planet Caprica, Commander of the Battlestar *Galactica* and on the Quorum of the Twelve.

Sample names from the series include:
Adama, Adar, Anton, Apollo, Athena, Aurora, Baltar, Barton, Belloby, Blassie, Bogan, Bojay, Boomer, Bora, Bow, Boxy, Bunker, Brie, Cain, Carmichael, Cassieopia, Chameleon, Charka, Chella, Cree, Croft, Dalton, Damon, Deitra, Dimitri, Elias, Geller, Gemi, Giles, Greenbean, Haals, Hermes, Ila, Jamie, Jolly, Karibdas, Killian, komma, Kronus, Leda, Loma, Lomas, Lyra, Martin, Muffit, Noday, Omega, Ortega, Pallon, Paye, Reese, Rifkis, Rigel, Salik, Scarn, Serina, Sheba, Shields, Skyler, Solon, Sorrell, Starbuck, Tags, Thane, Tigh, Tinia, Tolon, Troy, Uri, Vickers, Vought, Wilker, Wolfe, Xavier, Zak, Zara, Zed, Zee

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CIVILIAN DESIGNATIONS

As a rule, only Colonial humans can enter Colonial designations, but most of these are pretty generic designations.

Merchant:

Merchants in the **Battlestar Galactica** Universe tend to own their starships - usually small tramp freighters - and sell their cargoes all across the Colonies and their colonies, for profit of course. Most merchants are reasonably respectable people, but some are little more than pirates and smugglers preying on the weak.

Characteristics: IQ 11
Primary Skills: Accounting, Administration, Computer Operation, Diplomacy, Fast Talk, Freight Handling, Merchant
Secondary Skills: Area Knowledge, Astrogation, Any combat skills, Gunner (Ships beam weapons), Piloting (Shuttle or Large ship), or any number of skills to make the merchant as loveable or rogue-ish as you wish.
Notes: The Ships Patron advantage maybe useful for the Merchant as it allows them to get a ship relatively early on. A standard unarmed light freighter costs 30 points or 35 points for one with a turbolaser armed turret. If desired, this points cost can be spread amongst several merchant characters who will then have a share of the freighter.

Noble:

The Noble is one of the many people with money and status on the Colonies. Whether they use this status for their own well being or the good of the Colonies is up to them. The generally held opinion of nobles is of a someone living the good life while the masses do all the work, and while this is certainly true of some nobles, the vast majority are trying to make things better. The more status a noble has, the more they are expected to take an active interest in the running and politics of their particular Colony.

Primary Skills: Area Knowledge (Colonies), Diplomacy, Savoir-Faire,
Secondary Skills: Humanities, Languages, Law, Leadership,
Notes: To be a noble, the character must buy 2 levels of Status [10 points]. This entitles the character to add the prefix Sire or Siress to their name. Nobles are expected to have some interest in Colonial politics. Wealth is also a good advantage to buy. The noble character may buy the Ships Patron advantage to get a yacht. This costs 20 points, or 25 if the yacht has a armed turret.

Security Guard:

The security guard is a standard civilian designation for privately founded enforcers. They do not have the powers of proper law authorities, but are useful for corporations and other privately owned organisations. They are only empowered to carry normal civilian laser pistols, not
The Quorum of Twelve have their own security guards (nicknames the "black shirts" - a derogatory term) who are entitled to carry standard Colonial warrior laser pistols. Council security are generally considered arrogant and have a bad reputation.

Characteristics: ST 10 HT 10
Primary Skills: Beam Weapons (Laser), Brawling, First Aid/TL, Law
Secondary Skills: Diplomacy, Fast Draw, Fast Talk, Karate, Shield, Stealth, Tactics, Vehicle (hovermobile)
Notes: Legal Enforcement Powers [5 points] must be bought as well. Council security can get a Reputation (-2, all Colonial Warriors and Fleet) [5 points gained to the character].

Shuttle pilot:

The Colonials are a starfaring race, and there are many ships in the various Colonial merchant ships. These ships require pilots. Many types of people make up these pilots from all walks of life, and many people go from being a shuttle pilot to pilot on the interstellar starships.

Characteristics: ST 10 DX 12 IQ 10 HT 10
Primary Skills: Astrogation/TL, Electronic Operations (Sensors), Mechanic/TL, Parachuting, Piloting (Shuttle), Vacc Suit/TL
Secondary Skills: Freefall, Gunner (Fighter Beam Weapons), Piloting (Large Ships) can be useful for those wanting to get further into the field of starships.

Socialator:

The socialator is a designation which hails from the planet Gemon, and is open to both male and females. A socialator is a person who is trained in the arts of pleasure and companionship. More than simply prostitutes as they generally thought of outside of Gemon, socialators are trained in the arts, dance, song, the ability to talk, as well as the arts of sex. Socialators can have a hard time - some people want to use them for their sexual skills and some just want to have them banned. Some religious orders on Gemon think that they are the lowest forms of scum.

Primary Skills: Carousing, Cooking, Dance, Diplomacy, Musical Instrument, Performance, Savoir-Faire, Sex Appeal, Singing,
Secondary Skills: Almost anything. Socialators are trained for conversation and many of them research into topics that their clients are interested in so that they can engage in intelligence topic. In addition, many train so that they have a wide range of skills for whatever lies ahead. They can be thought of as the Colonial equivilants of British Airways stewards with additional training in the arts of pleasure.
Notes: While socialators need not get the Appearance advantage, it may be an advantage in their works. They cannot get an unattractive or worse appearance though.

Starship Crew:

This is a catch all for all the various positions within a starship, from the Bridge crew running communications and piloting, to the engineers who keep the ship working, to the emergency crew and so on. When this designation is chosen, a character must select what actual section of the ship they wish to work for.

Characteristics: ST 10 DX 12 IQ 12 HT 11
Primary Skills: Area Knowledge (starship), Computer Operation/TL, Freefall, Vacc Suit
Then buy additional skills depending on the actual role of the character:

Communications and Cartography: Cartography/TL, Electronics Operation/TL (Comms), Electronics Operation/TL (Sensors)
Helm and Plotting: Astrogation/TL, Electronics Operation/TL (Sensors), Piloting (Large Ship)
Electronic Warfare: Computer Programming/TL, Electronics Operation/TL (EW), Electronics Operation/TL (Sensors), Traffic Analysis/TL
Engineering: Engineering (vehicles), Mechanic (Starship Drive), Mechanic (Power Reactor), Shipbuilding (Starship)
Medical: Diagnosis/TL, Electronic Operations (Medical), Physician/TL, Physiology/TL, Surgery/TL

Secondary Skills:
Notes: A character who wishes to be an officer (and most of the Bridge crew are officers) should buy Rank of at least one level and get the Leadership skill as a primary skill.

Triad Player:

Triad is the most common sport in the Colonies, and it is played everywhere. Courts are even located on most respectable starships - including all major military ones. Triad is played in a small enclosed court, where two teams of two layers have to score points by getting a ball within a hole on one of the walls. The other team have to stop this by blocking and intercepting. Skilful players can get far in Colonial becoming respected members of society.

Characteristics: ST 11 DX 12 HT 12
Primary Skills: Brawling, First Aid/TL, Jumping, Running, Sports (Triad), Throwing
Secondary Skills: Acrobatics, Fast Talk, Judo, Karate, Law (Sports), Tactics
Notes: Fit is a good advantage to take and a good appearance never hurts either.

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MILITARY DESIGNATIONS

Only Colonial characters can enter the Colonial Military, and thus this means that only humans will be able to join. While military designations are obviously dangerous, they do have some advantages. The character does not have to pay for upkeep and lodgings, and gets supplied with weapons and equipment as and when they need it.

Certain disadvantages are not allowed for Colonial Military characters (without a very good reason). These include: Acceleration Weakness, Bad Sight, Blindness, Cowardice, Hard of Hearing, Lame, Laziness, Mute, One Arm, One Eye, Pacifism, Uneducated, Unfit.

Colonial Military Basic Training:

All Military characters must complete basic training. This supplies some skills at basic levels to a character and includes the bare minimum needed for fighting and surviving. At the end of this, characters are free to enter their chosen military career.

Skills: Beam Weapons (Laser) at DX-1, Brawling at DX-2, Climbing at DX-2, First Aid/TL at IQ-1, Hand Weapon (Knife) at DX-1, Navigation/TL at IQ-3, Running at DX-2, Savoir-Faire (Colonial Military) at IQ-1, Survival at IQ-3, Swimming at DX-1, Throwing at DX-3, Xenology (Cylons) at IQ-2

This costs 7 points.

With the following careers, Military Training skills can always be considered secondary skills.

Colonial Army - Infantry:

The Colonial Army are the ground troops of the Colonial military might. They are the ones who get shuttled around by the Fleet and then get sent into action with tanks, heavy weapons and other heavy equipment. Whilst not considered as fancy as the Colonial Warrior flyboys, the Army does have an important role to play.

Characteristics: ST 12 DX 11 IQ 10 HT 11
Primary Skills: Beam Weapons (Laser), First Aid/TL, Mechanic/TL, Orienteering, Tactics, all skills from Basic Training can be considered primary skills.
Secondary Skills: Camouflage, Computer Operation, Demolition, Escape, Fast-Draw, Holdout, Leadership, Sports (Triad), Stealth, Tracking, Vehicle (tracked and/or hovermobile)

Colonial Army - Tanker:

The Tankers are the part of the Army that drive the heavy vehicles, including the ground assault vehicles and personnel carriers. They are usually up in the thick of things messing it up with Cylon combat sleds.

Characteristics: ST 12 DX 10 IQ 11 HT 11
Primary Skills: Beam Weapons (Laser), First Aid/TL, Gunner (Beam Weapons), Mechanic/TL, Orienteering, Tactics, Vehicle (Tracked), all skills from Basic Training can be considered primary skills.
Secondary Skills: Camouflage, Computer Operation, Demolition, Escape, Fast-Draw, Holdout, Leadership, Sports (Triad), Stealth, Tracking, Vehicle (hovermobile)

Colonial Warrior:

The Colonial Warrior is the main trooper of the Colonial Fleet. As well as being the pilot of the Viper fighter craft, they also act as boarding parties, commandos and first in strike troops of the fleet. They are trained for large scale battles, that is the job of the Colonial Army, but sometimes being first on the scene, it sometimes appears that way.

Characteristics: ST 10 DX 12 IQ 12 HT 11
Primary Skills: Astrogation/TL, Beam Weapons (Laser), Electronic Operations (Sensors), First Aid/TL, Free Fall, Gunner (Fighter Beam Weapons), Gunner (Fighter Missiles), Mechanic/TL, Orienteering, Parachuting, Piloting (Fighter craft), Piloting (Shuttle), Tactics, Vacc Suit/TL
Secondary Skills: Camouflage, Computer Operation, Demolition, Escape, Fast-Draw, Holdout, Leadership, Sports (Triad), Stealth, Tracking
Notes: Potential *Asp* fighter pilots should have Electronic Operations (EW)/TL to operate the special electronic warfare equipment installed in it.

Medtech:

The Medtech is the medic of the Colonial Armed Forces and the one who patches you up when you're hit. Medtechs are given the same level of training as other troops and they are expected to fight with the rest. This is generally because the Cylons do not recognise medics and medical symbols as anything other than additional targets. A valued member of any team.

To design a Medtech, start with a standard Colonial Army or Warrior Designation, and then add Diagnosis/TL, Physician/TL and Physiology/TL as primary skills. Surgery/TL can be a good secondary skill.

Shuttle Pilot:

The shuttle pilot is the standard transport pilot of the fleet. As well as flying all of the standard re-supply missions, a shuttle pilot flies the troops to the surface of a planet or disabled ship and is usually in the midst of the action on strike missions. They might not get the same publicity as Colonial Warriors, but they take their share of the action.

Characteristics: ST 10 DX 11 IQ 11 HT 10
Primary Skills: Astrogation/TL, Beam Weapons (Laser), Electronic Operations (Sensors), First Aid/TL, Freefall, Gunner (Fighter Beam Weapons), Mechanic/TL, Parachuting, Piloting (Shuttle), Vacc Suit/TL

Starship Crew:

This is a catch all for all the various positions within a starship, from the Bridge crew running communications, Gunner and piloting, to the engineers who keep the ship working, to the emergency crew and so on. When this designation is chosen, a character must select what actual section of the ship they wish to work for.

Characteristics: ST 10 DX 12 IQ 12 HT 11
Primary Skills: Area Knowledge (starship), Computer Operation/TL, Freefall, Vacc Suit
Then buy additional skills depending on the actual role of the character:

Communications and Cartography: Cartography/TL, Electronics Operation/TL (Comms), Electronics Operation/TL (Sensors)
Helm and Plotting: Astrogation/TL, Electronics Operation/TL (Sensors), Piloting (Large Ship)
Electronic Warfare: Computer Programming/TL, Electronics Operation/TL (EW), Electronics Operation/TL (Sensors), Traffic Analysis/TL
Engineering: Engineering (vehicles), Mechanic (Starship Drive), Mechanic (Power Reactor), Shipbuilding (Starship)
Gunner: Armoury/TL, Gunner (Large Ship Beam), Gunner (Large Ship Missiles), Tactics
Medical: Diagnosis/TL, Electronic Operations (Medical), Physician/TL, Physiology/TL, Surgery/TL

Secondary Skills:
Notes: A character who wishes to be an officer (and most of the Bridge crew are officers) should buy Rank of at least one level and get the Leadership skill as a primary skill.

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THE EXODUS ERA

If you're updating the setting of this site to the Exodus Era, then you will be pleased to know that there are no actual rule changes that have to be made. In fact, not a lot has to be altered. Instead if you're playing a Colonial character, the following might be useful.

After the destruction of the Colonies, what was left of the Colonial Fleet (i.e., the *Galactica*) needed all the help and manpower she could get. While she was short on equipment as well as men, there was a lot of work to do if she was going to rebuild. As a result of this, the military drafted in as much help as they could get. This meant that certain restrictions on entry were paid to rest.

What this means for character generation, is that if you're creating a military character, you can forget about a lot of the restrictions for entry. You still have to be reasonably fit and be able to work, but the military are after your skills rather than your body. In addition, you will not get the training at the military academy (because there is no military academy) but you will be able to enter certain designations. These include the Colonial Army (not tanker), Shuttle pilot, Medtech and starship crew.

You will not be able to join the Colonial Warriors without being able to fulfil all the normal criteria though - flying a fighter pilot is not like dusting crops.

Once the initial hurdle of Carillon was past, the military would get their training regimes back up to full strength and nearly all entry restrictions would be back in force, although some of the physical ones might be a little more lax than normal. The *Galactica* has full training facilities on board and so all normal training (like the military academy standards) would be back and characters from this era should be built as normal.

Obviously though, some civilian designations will have no place in a ragtag fleet, and thus characters without a suitable designation will have to retrain in something to make them useful.

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SKILLS

Some skills are slightly modified for this setting or need additional notes. It should be noted that players should not buy skills in alien cultures unless there is a good reason, and this is especially true for Colonial characters buying Cylon skills. For example, a Colonial character should not be able to buy Gunner (Cylon Fighter Beam Weapons) without a good reason as there have not been many cases where a Cylon fighter has been captured and these skills could be learnt.

Armoury:

As Colonial and Cylon weapons use differing technologies, this skill must be bought for each race.

Beam Weapons (Laser):

All default Colonial and Cylon weapons use the Beam weapons (Laser) skill. Consult the weapons table for more details.

Electronic Operations:

This is split into the following subclasses of skill:

- Electronic Operations (Comms) [communications]
- Electronic Operations (EW) [electronic warfare]
- Electronic Operations (Medical)
- Electronic Operations (Sensors)

Gunner:

Gunner is split into various subclasses for spacecraft.

- Gunner (Colonial Fighter Beam Weapons)
- Gunner (Colonial Fighter Missiles)
- Gunner (Cylon Fighter Beam Weapons)
- Gunner (Cylon Fighter Missile Weapons)

- Gunner (Colonial Large Ship Beam Weapons)
- Gunner (Colonial Large Ship Missiles)
- Gunner (Cylon Large Ship Beam Weapons)
- Gunner (Cylon Large Ship Missiles)

Large Ship skills refers to all weapons that are not mounted on a Fighter craft, so would include a large ships primary pulsar lasers and secondary turbo lasers.
Cylon and Colonial technologies and means of operation are quite different and thus if using another species ship mounted weapons, there is a -4 to the roll.

Karate:

Karate should be considered the standard average martial arts of the Colonies.

Languages:

The standard language of the Colonies is simply Colonial Standard. Each of the Twelve Colonies does have it is own regional dialects, but only a couple have actual separate languages in their own rights.

Each character knows Colonial Standard and their own Colony dialect for free (at IQ level) and this costs only 1 point per level to improve.

With additional Colonial languages, learning them cost the following:

The following dialects can be learnt as half the normal costs (round up):
Aeriana, Aquaria, Cancer, Caprica, Leo, Libra, Virgon, Sagitara, Taura
The following dialects are learnt at normal costs:
Gemonese, Piscera, Scorpio

Mechanic:

Mechanic skills are split into the following classes:

- Mechanic (Colonial Starship Drive)
- Mechanic (Cylon Starship Drive)
- Mechanic (Colonial Power Reactor)
- Mechanic (Cylon Power Reactor)

Piloting:

Piloting is a (Physical/Average) skill with no default.
Piloting is split in to the following classes

- Piloting (Colonial Fighter craft)
- Piloting (Cylon Fighter craft)
- Piloting (Colonial Shuttle)
- Piloting (Cylon Shuttle)
- Piloting (Colonial Large Ship)
- Piloting (Cylon Large Ship)

Cylon and Colonial technologies and means of operation are quite different and thus if trying to pilot another species vessel, there is a -4 to the roll.

Pilot (Fighter craft) may be used as Pilot (Shuttle) with a -1 penalty. Trying to go the other way will result in a -3 penalty. These penalties should be applied with the ones listed above, so a Colonial shuttle pilot trying to fly a Cylon Raider is at -7.

Theoloy:

The skill of theology is used for knowing about and identifying the various religions within the Twelve Colonies and used for knowing and the Book of the Word and the Lords of Kobol. While there is predominantly one religion within the Colonies some sects are more extreme than others.

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ALIEN RACES

While it is true to say that humans are the most dominate life form in the known universe, it would be false to think that humans are all alone in space. Indeed, there are many species of alien life in the universe, and humans make up only a small fraction of that.

Aliens come in all shapes and size as well as a bewildering variety of colours and smells too. But the humanoid form of two arms and two legs is the most common. Indeed, the Cylons found that this form was the most versatile and copied it for their robots. Why this is so is not clear and has been a matter of debate for yahrens and probably will be for yahrens to come as well. Several theories have been put forward, including one that states that all humanoid life springs from a common source in the distant past, but there is no proof to substantiate any of these claims.
Inter-breeding between differing species is generally impossible - even amongst similar humanoid races, but that obviously does not stop some from trying!

Despite the large amount of aliens there are in known space, the actual amount in the Colonies themselves is actually rather small. Whilst the Colonials do greet all new races with open arms and a peaceful intent, and aliens are generally made welcome wherever they go in the Colonies, the truth of the matter is that the Colonials would rather meet the aliens on their own worlds rather than bring them back to the Colonies. Thus the number of actual aliens living in the Colonies is very small. In addition, there are a number of designations that are banned to aliens - they are not allowed to enter the Colonial military for instance without several background checks. In fact, it is true to say that a lot of Colonials will never meet an alien in their lives, although they will have heard of some of them.

One main reason for this is that the war with the Cylons has made the Colonials slightly wary of aliens and outsiders. Those that are not known could potentially be working for the Cylons and thus could be the one to lead a Cylon task force back. This is obviously not good.

Alien races should not be ignored in any campaign. Whilst there are not any that can rival the Colonial and Cylon species in known space for size and power, there are plenty that can spice up any game. In this respect, **GURPS Prime Directive** is a very good book to have as it includes a long list of advantages and disadvantages that aliens can use.

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BORAYS

The Borays are pig-like humanoids that inhabit some backwater agro communities. Whether they are native to more than one world or whether they have been transported at some point to several worlds is not clear, however they are now present on several worlds. Most worlds with Borays present though, have found that the Borays were present before the human colonists turned up.

A Boray has two arms and legs and a pig like hairy face. They are herd creatures who will follow their leader blindly. They are herbivore creatures who can understand other languages but seem unable to be able to speak in anything but guttural grunts. They are not a technological people, generally being stuck at around Tech Level 1, but they are not stupid people and can, if they need to, accept the teachings and writings of others. They just do not, as a rule, have any kind of formal education of their own. They can and do routinely ride other animals, such as equines and their local variants.

On some worlds, the Borays are a pest, finding it easier to steal grain than to grow it themselves, and this can lead to conflict when the whole Boray herd comes to town to steal grain and (sometimes) steal the towns women. On some worlds, the Borays find useful employment harvesting the grain for the community.

GURPS: BATTLESTAR GALACTICA

Character Generation:

Points: -10
Attributes: HT +1 [10]
Social Background: Low TL (4) [-30], Semi-literate (Broken) [-2]
Advantages: Active Sense (smell, hearing, taste, all +2) [12], Damage Resistance (Tough Skin) [3], Fit [5]
Perks: Fur [1], Temperature Tolerance [1]
Disadvantages: Chummy (only for other Borays though) [-5], Social Stigma (Uneducated) [-5]

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BORELLIAN NOMEN

The Nomen come from the planet Borella. They are humans, but humans who have adapted solely to their planets harsh conditions. Borella is a very hot planet, covered in deserts and warmed by what the Nomen call 'The Mega Sun'.

It is believed that the Nomen are an offshoot from one of the Tribes of Man, who split from them and Kobol long before Kobol was abandoned by the Thirteen Tribes. Why they left is unknown, but they sailed the solar winds and landed on Borella. The time on Borella has changed the Nomen though. They have grown tougher and have pronounced facial features - like ridges around their eyes. In addition, they have power over their bodies and able to perform feats that normal people cannot even think about. Mentally as well, they have changed. Nomen live to survive and will do pretty much anything to help them in this quest of theirs.

Two things bind all Nomen together. The first is that they think of themselves as True Humans, and all others (including the Colonials) are lesser races. Aliens, by their very nature, are also inferior species.

The second thing that binds Nomen together, is their adherence to what they call 'The Code'. This is a list of laws and rules that the Nomen live by. It governs their conduct and their punishments. Nomen should be patient and disciplined. One aspect of the Code that is known outside of Nomen culture is the Blood Trail or Blood Hunt. A Blood Trail is called when someone interferes with the Nomen way of life by robbing, stealing or otherwise impeaching on their Code or their honour. A Blood Trail is one of the few times that a Nomen will interact with other species and it will end with the death of the Nomen or, more likely, the target. Blood Trails can be called against other Nomen.

Nomen society is harsh, and to outsiders, can be considered cruel. Only the strongest survive. Minor infractions against the Code lead to punishment, while major or repeated infractions lead to death or exile. To outsiders, the Nomen are generally thought of a nomadic warrior race.
Another aspect of Nomen society is that each tribe has a Rooster. This contains all the names of Nomen who manage to survive training and childhood and become full adults. Some punishments can include the name of a Nomen being stricken off this list.

While Nomen can mate with normal humans, they would not even think of this. Diluting the Nomen blood with normal human blood would result in something less than the ideal human. The offspring would be cast out of the Nomen and possibly killed or left to fend for themselves in the inhospitable deserts of Borella.

The Nomen are not a space faring race in themselves. While they do have transports, freighters and other assorted small craft to ferry them and cargoes between the stars, they do not have a standing navy or warships. They mainly buy or trade for ships rather than construct them on Borella. In a similar way, Nomen do not make much use of technology. It is a tool, nothing more. that is not to say that they do not manufacture - Laser Boles, the Nomen favoured weapon - they just do not go in for it as much as other races, and luxury items are unheard of.

It is probably of no surprise that Nomen do not believe in luck.

Character Generation:

GURPS: BATTLESTAR GALACTICA

Borellian Nomen are not really suggested as player characters unless the whole party is going to play them. Nomen do not really interact with others unless it is trading or they are on a Bloodhunt. Before the Exodus, it would have been unheard of for a Nomen to join a Colonial career. Even an exiled Nomen would not dream of joining the ranks of lesser humans. After the Exodus though, things might get a bit different. It would take an awful lot, but a Nomen might - *might* join a career if they think it would help them to survive.

Points: 33
Attributes: ST +1 [10], HT +2 [20]
Advantages: Fearlessness (2) [4], Fit [5], Heart Stop [5], High Pain Threshold [10], Fearlessness (level 1) [2], Less Sleep (3) [6]
Perks: Autotrance [1]
Disadvantages: Callous [-5], Code of Honour [-15], Social Stigma (Minority Group) [-10]

Autotrance:

A Nomen has no problems awakening from an autotrance and thus suffers no penalties.

Heart Stop:

A Nomen has a special ability in that they can stop their heart from functioning for short times. At any time, the Nomen can simply stop their heart, and it will appear that they have just died. They will not register any vital signs, and to all equipment and examinations, the Nomen is dead. However, after a little while, the Nomen may simply get up and function as if nothing has happened. The heart can only be stopped for a couple of minutes at most, and the ability can only be used once per centar. Any longer, and the Nomen may find themselves really dying.
This ability is not well known outside of the Nomen themselves.

Skills:

A Borellian Nomen must learn certain skills to be a Nomen, and these are listed below. The actual values of these skills are left to the player to decide so that they can determine just how good a Nomen they are. In addition, a player may choose other skills that might be useful, such as piloting skills. A Nomen will not normally enter a Colonial designation of any description, but may if a Blood Hunt calls for it.

Acting, Armoury/TL (Laser Boles), Brawling, Camouflage, Climbing, Fast Draw (Laser Boles), First Aid/TL, Hand Weapon (Knife), Holdout, Influence (Intimidation), Jump, Navigation/TL, Orienteering/TL, Running, Shadowing, Stealth, Survival, Thrown Weapon (Laser Boles), Tracking, Traps/TL

Older Nomen will have the Teaching skill so that they can teach new Nomen the skills, customs and Code of being a Nomen.

The Code:

The Code binds all Nomen together. Even those who have been stricken off the rooster of the Nomen try to live their lives by the Code. The code includes the following points.

- A Nomen is never unarmed.
- A Nomen never pulls a weapon unless it is to be used. A drawn weapon must be used in some way before it is allowed to be sheathed. With Laser Boles having a timer of only fifty microns before they explode, this teaches a Nomen to be both quick and certain in their choice of targets.
- A Nomen must be patient and disciplined.
- A Nomen must listen to their elders. A Nomen is not allowed to ask direct questions nor to judge their elders, yet they may seek enlightenment on why something is done.
- Elders are to be respected.
- Outsiders who insult the Nomen are to be killed.
- No one is to touch a Nomen without their permission.
- Nomen do not make excuses

Naming:

Nomen tend to use short and harsh sounding names. Some examples include:
Bora, Maga, Taba.

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THE DELPHIAN EMPIRE

The Delphian Empire is home to 50 million beings living in the Cryllian star system with Gomoray being their home world. The Delphians are generally a peaceful but proud people. They have an advanced technology and are brilliant architects using crystal to produce their buildings and works of art which can be found as valued pieces in Colonial space.

In appearance, the Delphians are upright amphibians, with scaly skin. They are equally at home on dry land or in the water. They have two legs, two forward arms that they can also use as legs and a tail which is used for balance.

They were slow developing space flight and only really got a handle on FTL flight when the Colonials contacted them. The two nations became sporadic trading partners and during the long war with the Cylons, the Delphians supplied fuel and supplies to the Colonials.

The Delphian armed forces, while advanced, is small, the Delphians being a peace loving race, they thought that they had no need for many weapons of war. As such, they operated mainly patrol ships and a couple of old light cruisers which they purchased from the Colonials. The Delphians do not make use of fighters, so their cruisers carried several patrol ships instead.

The Delphians are tech level 10.

Unfortunately, by gaining FTL technology, the Delphians became a target of the Cylons. The Cylons had known about the Delphians for a while, but because they were not a star faring race, they were not considered a problem to the natural order of the Cylons. By gaining FTL drives, all that changed and suddenly the Cylons were confronted with another species that were about to spread their chaotic and unpredictable ways across space. This, of course, was unacceptable to the Cylons.

As such, the Cylons started conducting raids against the Delphians, but these were generally only half hearted as their main interest was against the Colonials. But, by 7330, the Cylons started mounting larger and larger raids against the Delphians, with the last battle being in 7335 where the Cylons finally destroyed the Delphians and exterminated every last man, woman and child eliminating the Delphians as a species. However, with the Delphian race now extinct, the Cylons rebuilt Gomoray with the architecture as they too, appreciated the beauty of the crystalline buildings and art. Unfortunately for them, this was constantly interrupted by the Battlestar *Pegasus*, fresh out of the Battle of Molecay, conducting raiding and strike missions against them.

Ultimately though, by 7343, Gomoray would be up and running as the Cylon Empire's Southern Capital with no further interference by the Colonials.

GURPS: BATTLESTAR GALACTICA

Character Generation:

Points: 25
Attributes: ST +1 [10]
Advantages: Amphibious [10], Damage Resistance (1) [5], Nictitating Membrane (level 2) [2], Speak Underwater (Interface crossing) [8], Striker (tail) [5]
Disadvantages: Bad Grip (1) [-5], Chummy [-5], Semi-Upright [-5]

Delphian Empire Spaceships:

The Delphians use patrol boats mainly, and any of the Colonial variants can be used, or versions thereof. They do construct patrol boats of their own, but none have fighters installed. Used normal Colonial rules for constructing these ships.

Larger ships were purchased from the Colonials, but with some slight modifications. All fighter bays are removed and replaced with patrol boat bays - one patrol boat (yacht) box per fighter box. Light Cruiser hulls were purchased for this, but it is conceivable that the occasional larger hull was also bought. Because the Delphians came late into the space scene, they use the Colonial Warship (6400+ yahren) tables.

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DRAZN

The Drazn are the survivors of a long nuclear that decimated their planet many long years ago. Most of the records of that time have been long destroyed, but the people fled to the safety of underground caverns and there slowly rebuilt their community, being changed by the events at the same time.

When they emerged hundreds of years later they realised that their world was barren and lifeless due to the effects of their war and so they continued with their subterranean existence although developing technology to take them to the stars for resources that their planet could no longer provide. They thought that they could take what they needed by force and fought a few wars with other races (including the Colonials), wars that they invariably lost. This taught them the valuable lesson of diplomacy and trade, which eventually led them into better relations with their neighbours.

The Drazn were a warlike people but while they have mellowed, they have still retained some of their aggressive tendencies. They live under their planet in cities built through the rock and being a maze of tunnels and small room caverns - they have no large open areas and indeed, their time under the surface has afflicted them with agoraphobia, a fear of large open spaces. Everything about their community and life seems cramped when compared to other races - homes, corridors, spacecraft, all are about half the size of a typical human affair. They live in a system of city-states that constantly vie against each other in the political arena, although in the past this usually would have spread into physical conflict. Despite this, the Drazn do know the benefits of a unified government and have formed the State Council which includes representatives of all city states and nothing affecting the whole race can be decided without meetings, which can range for days, bringing new meaning to bureaucratic debates.

The Drazn space fleet is small, now mainly consisting of a series of transports and hyperspeed capable shuttles. When confronted with several defeats and a need to increase their relations with their space faring neighbours, the Drazn built non-military ships and let their outmoded warships collect dust with disuse. They do have a small defence force, but this is mainly to deter pirates rather than any planetary assault and it very rare that a warship of theirs will be seen outside their system as they still think that relations with other races will go sour. They do arm their transports when needed though.

With the loss of so much of the history records during the long war, it is interesting to note that the name of the home world of the Drazn has also been lost, although some conspiracy theorists think that this was a deliberate move. As a result, almost every city-state has their own name for the planet, but they share one thing in common in that all the names revolve around the concept of the planet being not in a perfect state of repair. So for example some common names include 'Broken' and 'Lame' (which is the name that the Colonials use for the planet, being given to them by the first representatives of from the Drazn people).

GURPS: BATTLESTAR GALACTICA

Character Generation:

Points: -22
Attributes: DX -1 [20] HT +1 [+10]

Advantages: Infravision [10]
Disadvantages: Bad Temper (15) [-5], Phobia (Agrophobia, 12) [-2], Short Lifespan (2) [-20]

Drazn Spaceships:

Drazn ships tend to be slower and less manoeuvrable than Colonial ships, but they also have more armour. When constructing ships use the size above for movement costs, and use the worst possible value for manoeuvre for the correct size. The current freighter fleet is built as a normal Colonial civilian ship, although the Drazn do not have to worry about licences for weapons at all. Having said this though, they do tend to keep their ships not as heavily armed as they might out of neighbourly respect. A Drazn ship may devote up to 20% of their hull boxes in armour. Civilian ships tend to be of Moderate size or smaller.

Military vessels obey the same principles as their civilian ships, but are constructed like Colonial Warships (6000-6400) and use the Manoeuvre Class from the next size up (thus a Moderate ship will have a MC D). Again, these ships come in Moderate size or less.

The Drazn do not operate fighter craft, but do sometimes used armed shuttles.

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HUMANS

Humans are found all over the galaxy, and seem to the second most dominant life form in the known universe, after the Cylons. Unlike the Cylons though, most groups and planets of humans are not allied with each other, or in some cases even know that other humans exist.

There are generally three regarded views for this, with evidence for all of them. The first view holds that humans originated on more than one planet. The theory states that with similar conditions on worlds it is logical to assume that similar beings will develop. The humans of the planet Terra support this theory.
The second theory is that a lot of these human planets are in fact just simply colonies of the Colonies themselves. This is especially true for the planets around the Colonies where there are many agro colonies. A few of these have even been separated from the Colonies for so long that they do not remember their planets of origin and thus think that their current world is their home world. Generally though, this only applies to some backward planets.

The third theory is that while the Twelve Tribes of Man came and settled the Colonies, it may be that the Thirteenth Tribe scattered on its route to Earth and elements settled on worlds, or possibly that other peoples from Kobol left to set up their own Colonies. The Borellian Nomen are examples of these, as they left Kobol long before the Colonies were founded.

Whatever the reason, mankind exists on many worlds and in many states. Some have reverted to backwater planets without much technology, some are just developing technology and space flight and some are currently just existing to survive.

GURPS: BATTLESTAR GALACTICA

Character Generation:

Humans are the standard template and can be used as is, without any advantages or disadvantages. Or, they can be modified to take into account any special planetary characteristics that might exist.

Probably the most common advantages that will exist - especially if the humans are descended from the Colonies or Kobol - are Extended lifespan and Early Maturation. A Colonial character has 4 levels each of these. Normal humans may not have these though.

From the **GURPS Prime Directive** rulebook, the Alpha-Centaurans, Prellarians, Deians, Romulans and the Orions could all be used as templates for a new sub species of humanity.

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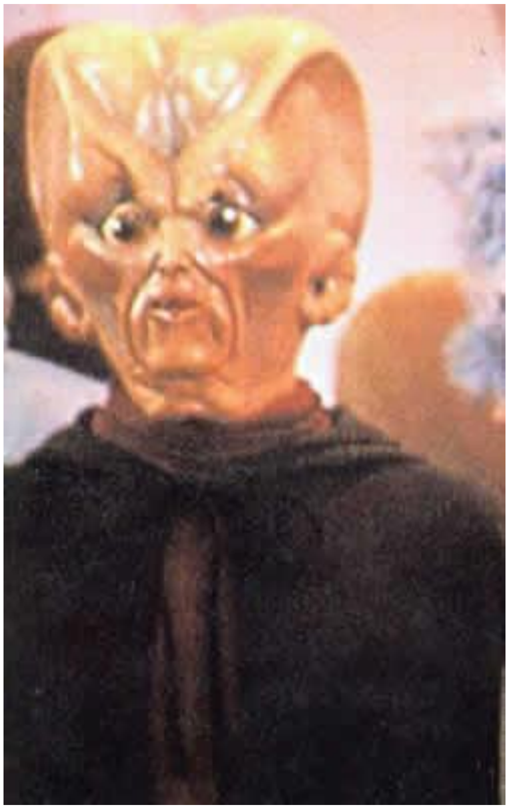
ICH TU



At first appearance, the Ich'Tu look like they have a very high forehead to encase their large brains, but in reality their large (and fragile) skulls hold a very sensitive hearing system, allowing them to be able to hear and distinguish a very wide range of sound, more so in fact, than they can actually generate themselves. An Ich'Tu only has a normal human range of vocal ability, but they have the advantage in that they can utilise this entire range at will, and their language does indeed do so, making it sound very song-full and extremely difficult for others to be able to speak properly.

When beings from other worlds landed on Ich'Tu'Ta, they thought that the written language was separate from the spoken language as it consists of many harsh letters, and for many years were convinced that there must be another spoken language for it. This was never the actual case because the spoken language treats harsh written sounds as tuneful sounds. However, because people from off world have never really grasped this, the Ich'Tu have now created a second language specifically for dealing with them, although it is not of use amongst the Ich'Tu themselves. This language is very guttural, treating harsh sounds as harsh noises and is a language that humans - with practise - can learn.

Sound is very important to the Ich'Tu and in their culture, all sounds mean something. It is said that even machine sounds have been sculpted to mean something, although the Ich'Tu deny this. When Ich'Tu leave their system, they are suddenly surrounded by sounds that do not always mean anything, and this can excite or confuse them, and in extreme rare cases, drive some mad. Some Ich'Tu even become Seekers of Sound, trying to find meaning and patterns where none was originally intended.

The Ich'Tu have colonised most of their planetary system but have seen no need yet to colonise further planets outside, although they do go exploring and conducting business with other races. Their home world of Ich'Tu'Ta (literally meaning "Home world of the Ich'Tu") is ordered in a logical fashion with many sounds substituting for visual signs, and this confuses a lot of visitors who think that the planet is confusing mess of sounds.

Because their skulls are fragile and because sound and hearing is everything to an Ich'Tu, the species as a whole appears to be slightly cowardice, in fact though, this is simply a survival trait to protect themselves. A few Ich'Tu actually help the Colonials in fact, although their species has yet to make direct contact with the Cylons. Their level of technology is just slightly below that of the Colonials.

Character Generation:

Points: -2
Attributes: ST -1 [-10]
Advantages: Acute Senses (Hearing +4) [8], Parabolic Hearing (3) [12], Subsonic Hearing [5], Ultrahearing [5]
Disadvantages: Fearfulness (1) [-2], Vulnerability (Crushing damage x2) [-20]

Seekers of Sound:

A Seeker of Sound is an Ich'Tu who has devoted themselves to trying to find meaning and patterns for all sounds. These beings believe that every sound that exists has a meaning, one has only to look for it. True Seekers believe that to be able to identify these sounds, one has to develop their own sense of hearing far above that of normal Ich'Tu. As a result of this, Seekers of Sound may buy Discriminatory Hearing [15] as an extra advantage.

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JONDREW

The Jondrew are merchants who can be found throughout space selling and trading goods from one system to another. They even tried to sell to the Cylons at one point, but quickly backed out when they realised that the Cylons were not really interested in that aspect of their species. Whilst a trading race, the Jondrew do not go out of their way to rip people off - they believe in making a profit, but that is just the end result, the main thing is the bargaining and making contact. A Jondrew caught in a regular supply run is an unhappy Jondrew indeed. Money, barter, exchange, it is all good to the Jondrew, and if they think the bargaining has been really fun, interesting or exciting, they usually like to throw in a few small bonuses as well. Nothing usually very valuable (or even useful), but sometimes you can get lucky.

It is rumoured that the Jondrew have contacts in most black markets and possibly engage in smuggling as well. It is true that a Jondrew merchant usually has more for sale than they like to let on. And they never let you accompany their cargo holds without an escort.

The Jondrew like to share other species company, even going out of their way to seek it out, but you will never find more than a couple of Jondrew at the same place. The reason for this is because the more Jondrew that are present, the less chance of a successful outcome for all concerned. They are quite fair to members of their own species - they'll leave them along to conduct their own deals. They just will not help them.

Another of the Jondrew qualities is that they love games of chance. They have no more ability to play them than a normal human, but if there is a chancery in the system, then the odds are high that the Jondrew will visit it. A winning Jondrew is a happy creature, being generous with their winnings, but a losing Jondrew is a sullen beast, driving a hard bargain.

The home world of the Jondrew is not known to Colonials, but is suspected to be further than Orion and in that general direction. The Jondrew like to travel, and it would appear that they travelled far. They speak of their world with favour, but they have little in the way of emotional ties to it, unlike the Colonials. Many think that if their world disappeared, they would simply try and barter for another one.

Jondrew tend to resemble fat and blubbery humanoid pigs, and a sign of how well a Jondrew is doing can be seen by how fat they get.

GURPS: BATTLESTAR GALACTICA

Character Generation:

Points: -1
Advantages: Fearlessness (2) [4]
Disadvantages: Chummy [-5]

Jondrew Spaceships:

The Jondrew use ships similar to Colonial civilian ones, although substantially modified. No warships have ever been sighted around Colonial space, although that does not mean that they do not exist. However, many Jondrew use ships of other races, ships that have been bought, traded, bargained for, and a Jondrew crew will consist of many races and is probably very temporary - hired until the next port or so. If you need to run, a Jondrew ship is a great place to find temporary employment.

Jondrew only arm their ships to normal standards, abiding by various race laws when they enter other species space. No actual Jondrew warships have been sighted - these are assumed to be around their homeworld if they exist at all, these has been some speculation that the Jondrew might not even have warships.

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ORIONS

The Orion people come from the planet Orion and they have very good trading links to the Colonies and other races. The Orions themselves are humanoids, looking very much like a human save for their blue skin. Their hair and eyes contrast this light blue by being a dark brown to black colour. As a people, they are very intelligent and dextrous, but not overly fit.

Orion itself is a medium sized world that is cool in temperature. It circles its star at a far orbit and does not get a lot of light from the world. Orion has several small moons which always look pale and dim due to the lack of light from the star, and this has led to the expression "Pale as an Orion moon" indicating sickness usually. Despite this, and the fact that prices are usually quite high, Orion is high on the holiday lists of the Colonials, with cruises through their system a must for the serious holidaymaker. That and the fact that Orion holds some of the largest gambling chanceries in known space.

The Orions are a great manufacturing and merchant people. They are as advanced as the Colonies, possibly more so as their power plants, energizers and other electrical goods are in great demand, and they build their products to order - and usually at a great price too. They export a lot of technology from their planet to others, but again, at a price. And it is this that has made them a wealthy culture. That and the fact that they refuse to deal in any currency other than Orion Cheques, which has meant that as trade has increased with many races, these races (including the Colonials) have accepted the Orion cheque as legal tender within their own culture.

After the Thousand Yahren War, the Cylons would sweep down through the star systems and after taking Tucan would turn their attention towards Orion and the objective of making them a slave race working for the Cylons. This would take a while though, as while the Orions will not give military aid to other nations (although they will sell weapons and armour), they are not entirely defenceless themselves.

GURPS: BATTLESTAR GALACTICA

Character Generation:

Orions are essentionally blue skinned humanoids, but they do have a couple of unique traits in them.

Points: 37
Attributes: DX +1 [20] IQ +1 [20] HT -1 [-10]
Advantages: Fearlessness (1) [2], Talent (Mathematical Ability) [10]
Disadvantages: Curious [-5]

Orion Spaceships:

The Orions tend not to travel the galaxy in warships, leaving them for home, but they do travel around in freighters that are slightly better than Colonial ships.

Orion ships have military sensors, scanners and damage control (even civilian ships) and these are rated for the next size up in ship. Crew requirements are as the next ship down in size. Movement costs are also as for the next size down. Otherwise, ships are built as Colonial ships. The Orions do not tend to use armour, having more hull than normal, and they can mount an additional 50% worth of heavy weapons - although each heavy weapon above the normal amount counts as two smaller weapons (which are not increased in number).

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orions

The Ovions are an insect race. They stand upright on two legs, and have four arms. Their heads are dominated by two large insect like eyes, and they have small antenna on the tops of their heads and small mouths with mandibles. Their arms end in hands with three thick fingers. They are dark grey in colour and generally average about five feet five inches in height.
For all their alien and insect like appearance, Ovions (especially the higher up ones in their society) can manage some quite human emotions, and even display them in a fairly visual way.

Ovion society is very hive like and rigid in structure. It is generally a female only society. Males are bred to assist in the reproduction cycle, and then they are disposed off, having no other place in an Ovion hive. When alive, they have no rights or responsibilities. They will not be given an education, having no need of one.

Just above males are slaves. Ovion slaves perform most of the entertainment in their society, and deal with all lower jobs, like cleaning and food preparation.

Then come the drones. Drones do all the real work in a society. They make the hive, run it and do any jobs that must be done to ensure a societies existence (such as in the case of Carillon, they mine Tylium for the Cylons).

About the same level are the soldiers who sole duty is to protect the hive in any way they can. They will lay down their lives selfishly and without thought if needed.

Ruling over them all, is the queen. She is taller than an Ovion - roughly six foot in height - and even to an outsider, will appear regal. She has spikes on her limbs that change colours to match her emotions.

Generally, each large gathering of Ovions will have their own hive and their own queen. This usually means one hive per habitable planet that they exist on.

Ovions count in base three and also have a three note musical scale.

Ovions live for their queen and hive. Nothing else matters to them, and they will perform their acts and roles without a moments notice or hesitation. To their hive, they are selfless. They do not understand about spying on Ovions, and aspects of other cultures they just do not understand (such as being a news reporter). Only the queen possesses items that she owns and understands concepts as luxury. All other Ovions obey her without question.

This complete subservient attitude to their queen and hive has impinged on their relations with other races.

An aspect of Ovion society that they try and hide wherever possible, are their dietary and reproductive habits. Simply put, Ovions need the living bodies of other races to help them continue life. Victims are taken, and placed in special pods, which the Ovions make. These pods break down the victim into a liquid that is used to feed Ovion young when they hatch, and also used to provide minerals for other purposes. Ovions are very proficient at extracting the maximum from a host body, and when the pod has finished the break down of the victim, there will be nothing left except for a bit of waste material. The pods are so good at their job that the Ovions have not found anything organic that they cannot use in this manner.

Obviously, this can put them at odds with other races and societies.

Ovions have and use technology, but they only use what they need, never more than enough to get the job done. One reason for this is that the hive has enough manpower to do jobs. Another reason is that the Cylons will not let the Ovions use more than that. This limit on technology also applies to starships. The Cylons control the amount of starships that an Ovion hive needs, and again, this is limited by the role of the hive. Carillon, for example, has a number of fuel shuttles and sublight tankers, but nothing that could transport the Ovions to other worlds. If they gain any more vessels, then these are handed over to the Cylons.

Cylon Subjucation:

All Ovion hives are under Cylon control. While they might not be present, to the Ovions their presence is everywhere and there is no getting away from it. The Cylons expect (and receive) more than just loyalty from their Ovion slaves though, they demand total dedication and humbleness to the point that an Ovion Queen will humble herself to a lowly Cylon Centurion and give them the love and respect that a slave would give her queen. However the Ovions hate the Cylons (and the Cylons probably know this) but they are just powerless to do anything about it. Given the Ovions treatment of other races, it is doubtful whether anyone would come to their aid even if they were aware of this.

History:

Ovions currently exist in two known (or will be known) communities, and possibly more. Ovions exist under Cylon rule. A lot of Ovion history is unknown, as the people it is generally told to tend to end up as dinner for the Ovion young. However, it is known that at some point in the Ovion past, they encountered the Cylons. Instead of simply exterminating the Ovions, the Cylons enslaved them, making them a useful part of the Cylon Empire. Most of the Ovions were then transported to other worlds where they could be put to good. One such place was Carillon where the Ovions were forced to set up a tylium mine for their new masters. Another place where the Ovions are, is a pirate planet called Cordugo Pit. Other worlds may exist with Ovions on, but they have yet to be discovered.

Carillon:

Carillon is a mining planet, run by the Ovions for the Cylons. Whilst not a main fuel depot for the Cylons, the Ovions run a very tight and profitable mine, and its loss would be a blow to the Cylons. Because Carillon is known to be inhospitable for humans, and because the Cylons mine the main access points through the Nova Madagen, the Ovions do not have a ready supply of food. Because of this, they run a gambling den and holiday resort on the world. Run through various dummy companies on and around the Colonies, the resort attracts enough attention for the resort to be full of people, and yet small enough to allow a few people to go missing every so often without attracting unwanted attention. Most people do not realise that they are actually heading to Carillon, believing their trip is to another world instead. This ploy, along with the dummy holiday companies, helps keep unwanted attention off the planet. It would only be in 7342 with the destruction of the Colonies, that attention would land on the planet, and with it would come the end of the Ovions on Carillon, and indeed the end of the planet instead.
Until this time though, the Ovions would be very subservient to the needs of their 'guests' providing any amount of food and refreshment for them. Even off world aliens would be imported for entertainment.

Cordugo Pit:

Another home for another hive of Ovions, although this one quite different from the hive at Carillon. The Ovions here are rather open about their operation, but have little to fear from outsiders. This is because Cordugo Pit is a pirate world, home to some pretty mean people and aliens. On this planet, anything can be had, for a price. Any vice, any piece of equipment - if it is available, it is available here. Running one of the major trading centres and the slave markets in the capital (named "Pleasure Dome"), are the Ovions. They run the major centres for a piece of the action - or for a few slaves. People do not tend to travel alone near the vicinity of the Ovion hive, for fear of ending up inside. Not everyone knows what goes on, but the majority of people have a fair idea. However, seen as this is a pretty desperate pirate world, where life and death are just a duel away, not many people care. The Ovions here are not under the direct control of the Cylons but do pass on information and services to them and do treat them with the same respect.

GURPS: BATTLESTAR GALACTICA

Character Generation:

All Ovions start off with the following racial advantages and disadvantages.

Advantages: Acute Senses (Vision, +2) [4], Cultural Adaptability (Xeno-Adaptability [20], Extra Attack [25], Extra Arms (2) [20]
Disadvantages: Attentive [-1], Humble [-1], Sense of Duty (towards Ovion Queen and hive) [-10], Social Stigma (Subjugation by the Cylons) [-20], Staid [-1]

The various castes of Ovion have the following additional advantages and disadvantages.
Use the Drone template for slaves.

Queen:

The Queen of the Ovions lives in pleasure. She rules over her hive knowing that all those beneath her respect and love her and will do what she wants without question. They only live to serve her.
Points: 96
Attributes: ST +1 [10], DX +1 [20], IQ +1 [20], HT +1 [10]

Drone:

Points: 56
Attributes: DX +1 [20]

Warrior:

Points: 76
Attributes: ST +1 [10], DX +1 [20], HT +1 [10]

Male:

Males are not recommended at characters as they are grown as and when needed. They then mate with the Queen and are then disposed of.
Points: -42
Attributes: ST -2 [-20], HT -2 [-20]
Secondary Attributes: Will -1 [-5]
Social Background: Illerate [-3]
Disadvantages: Cowardice (12) [-10], Weak Will (-1) [-8], Obsession (Mate with Queen) [-15], Social Stigma (Uneducated) [-5]

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SKAFRAXIANS

AND, AFTER A BRIEF SEARCH..
AH, VROALG F YOU'RE BACK! S THOSE UGLY HU AND TELL ME IF SUCCESSFUL

The Skafraxians are a servant/slave race of the Cylons, but one that do not mind their position in life. In fact, the union with the Cylons was advantageous as the Skafraxians do not like the humanoid form and wish it destroyed. The Cylons use the Skafraxians for espionage, and in this, the Skafraxians are perfectly suited with their special abilities. They are not ground troops and have never been employed in that role.

The Skafraxians have a natural form. A normal adult is about the same size as a human and has tentacles where a human has arms and legs. They can move upright, or they can move around by slithering on the ground. The tentacles are roughly one a half metres in length, and while more dextrous than a human arm or leg, they are slightly weaker. They do not normally tend to end in hands or feet, the tip of the tentacle wrapping around the object to be used, but they can do if desired. The natural form is stated because the aliens have advantages that other aliens do not have. The first is the ability of shape change. A Skafraxian can change their form at will to resemble any other form of the same volume. They will not necessarily be able to gain the abilities of this new form, but in the role of espionage, this is not always required. Another ability is that of not showing up on life sensors. Due to the unique structure of the Skafraxian body, normal sensors just can not pick up the Skafraxian cell structure and thus the Skafraxian just does not register on sensors.

Ironically, while the normal adult form of a Skafraxian is a blob with tentacles, like the Cylons, they have also learnt that the most practical form is in-fact the humanoid form, and Skafraxian culture is built around the fact that a typical Skafraxian will spend most of their time upright, with tentacles for legs and arms.

They build homes, skyscrapers and other items like normal humanoids do, and if a human was to land on Skafrax without knowing better, they would probably identify the inhabitants as human, or close relatives to. This is ironic because the Skafraxians hate the humanoid form. Reasons for this are not clear, but it could have something to do with the fact that they have to use a single form for most of their lives, a form not their natural form.

Skafraxians have a second stage to their lives. When they reach old age (around 50 yahrens), the Skafraxian starts to grow. As they do so, they start to lose their shape changing ability as their body is no longer able to support this function. In fact, living on the ground no longer becomes an option to the alien and the elder Skafraxian goes to live in the sea for the remainder of their natural life. An elder Skafraxian will grow to have a body of around 10 metres of so in diameter with four tentacles of about thirty metres each. Elder Skafraxians do not live for much longer than about 10 yahrens more.

Skafraxian culture is not as advanced as the Colonial or Cylon societies. The Skafraxians were a sublight race until the arrival of the Cylons. At this point, the Skafraxians became a true hyperspeed race. However, despite this, the Skafraxians have not been given access to additional Cylon technology and indeed, their advancement has been subtly stilted by the Cylons. The Skafraxians are generally a tech level 9 society.

Not being as advanced as the Cylons or the Colonials, the Skafraxian navy is not that much of a threat to either race. The Skafraxians do not use fighters or small craft, instead relying on their heavy cruisers. In reality, fighters from either race easily defeat a Skafraxian heavy cruiser. However, this is not a problem as the navy is not built for attacking other races, but for defence of the Skafraxian home world itself. Combined with their Cylon allies, the Skafraxians think that their world is impervious from attack. What they do not seem to realise is that the Cylons do not seem to patrol their solar system much with their own ships, and most of the time, the local Cylon Baseships are *in the area* but not in the system...

The Cylons utilise the Skafraxians in a limited role. They do not really have too much use for a race of shape changing aliens as they prefer a more direct way to take out their enemies, but from time to time the aliens are employed in subtle raids, such as the poisoning of valuable water supplies and the assassination of certain people.
The Cylons keep a garrison based on Skafrax, complete with ground troops and planetary defence batteries. This is predominately for the aliens' protection in case enemies attack them, but also so that the Cylons can keep tabs on their allies. It is the rare race that would genuinely want to ally themselves with the Cylons, and the Cylons know this. So they keep track on what the Skafraxians are up, and in addition make sure that their tech level remains low. If they have to rely on the Cylons for transportation and equipment, so much the better. However, because the Skafraxians are allies and not just a slave race, the Cylons show a little more bit respect to them.

The Skafraxians are not well known in the universe. They seem to only leave their planet for missions into other cultures, and then only in small numbers and with the backup of Cylons. They do not leave their system in their own ships and their use the equipment and clothing of the race and culture they are about to infiltrate. Their missions are also quite rare. As a result of this, 95% of the Colonial Armed Forces do not even know about the existence of the shape changing race, and of the High Command members who do, they are not sure of the aliens true abilities, nor their home planet location, nor of how to counter the threat.

The Skafraxians were taken and adapted from the Mission Galactica: The Cylon Attack annual.

GURPS: BATTLESTAR GALACTICA

Character Generation:

Points: 95
Attributes: ST -1 [-10], DX +1 [20], HT -1 [-10]
Advantages: Amphibious [10], Mimicry [10], Resistance to Sensors [20], Shape change [75]
Disadvantages: Intolerance (all humanoids) [-10]

Mimic:

A Skafraxian has the ability to be able to mimic any voice that they hear, and then repeat that voice, not parrot fashion, but with new words. Thus the alien has the ability to be able to listen to a human sounding voice, and then make their voice human sounding. If they listened to another race, they can mimic that race. They will not be able to narrow this down to a specific individual without a lot of listening to that individual, getting their voice and mannerisms down, but they can easily create a generic race voice. This will be good enough to fool an average citizen of that species 95% of the time. This does not give the Skafraxian the ability to know the language spoken, just the correct sounding of the voice.

Resistance to Sensors:

A special advantage, this makes the Skafraxian immune to all life detection sensors of TL 10 or less. Simply put, the alien simply will not appear on life detection sensors. Scanning an empty craft with a Skafraxian on will register the empty craft, not the alien.

Shape change:

Shape change is a special advantage and is the source of the Skafraxian power. A Skafraxian may shape change their body into any other form provided it has the same volume as the Skafraxian. Only forms witnessed or known may be changed into but elements from one form may be combined into another. It takes a single turn to change form, and this does not produce any out of the ordinary sounds or noises. A Skafraxian may change form every turn if desired. Inorganic forms may also be changed into, but these will have none of the properties of the item, and will always remain attached to the alien. For example, a skilful shape changer can take the form of a human and their clothes, but these clothes would never be able to be removed and would seem joined in places. For these reasons, most shape changers prefer to use the clothes and items of the race they are mimicking.

So what can be shape changed and what does it allow?
As mentioned, a shape changer can change into any form that has the same volume as the Skafraxian. As a typical Skafraxian is human sized, this is the volume a Skafraxian can change into. But it does not need to be a human form, it could be a long tube of bioplasm allowing the creature to go through tubes and cracks, or it could be a suitcase. When a Skafraxian shape changes, they remain a Skafraxian - they do not get any of the abilities that of the form they changed into, nor do they any memories or mental powers of the new form. They remain a Skafraxian. They may resemble rock men, but they are as easy to damage as a Skafraxian, their change is appearance only. However, some forms grant innate abilities - if the new form has longer legs, then this may give the Skafraxian a slight movement advantage just because they have longer legs. Being wafer thin will allow the alien to creep under door cracks, and so on.
The Skafraxian will remain all its normal characteristics and statistics.

If the Skafraxian loses consciousness or is killed, the alien will lose any transformation and will revert back to their natural form.

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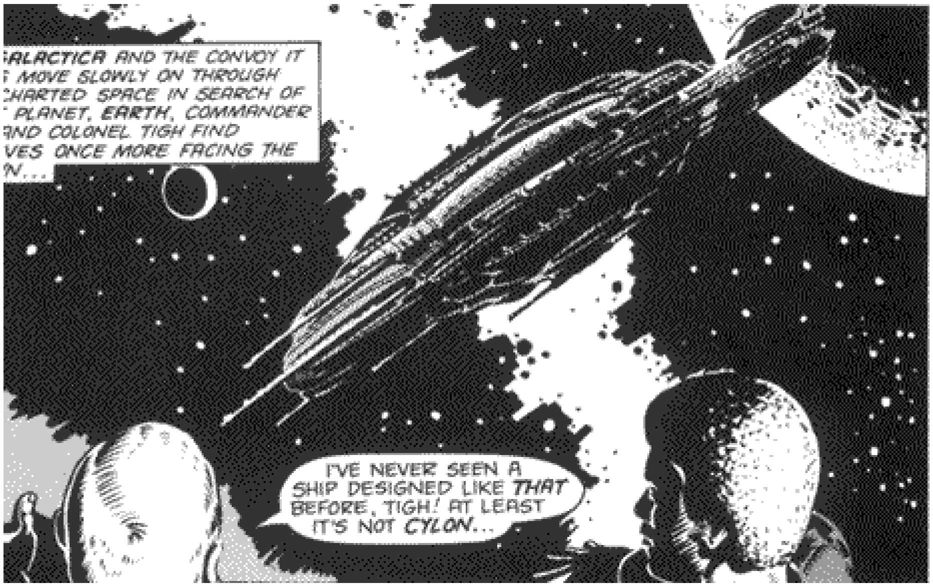
SKAFRAXIAN DEFENCE CRUISER


ALACTICA AND THE CONVOY IT
MOVE SLOWLY ON THROUGH
CHARTED SPACE IN SEARCH OF
PLANET, EARTH, COMMANDER
AND COLONEL TIGH FIND
VES ONCE MORE FACING THE
N...
I'VE NEVER SEEN A SHIP DESIGNED LIKE THAT BEFORE, TIGH! AT LEAST IT'S NOT CYLON...

The Defence Cruiser is the Skafraxian answer to a final line of defence, should any marauding space fleet come calling. As this has not happened yet, the cruiser has yet to be tested in combat. And with the Skarfraxians relying heavily on their Cylon allies should an attack come, they are hoping that that time will not come either.

Which is just as well really, as the cruiser is not that impressive. Large, undergunned and underpowered for modern space warfare, the cruiser hails from a different time, yet it is a relatively modern design for the Skafraxians. Not being as advanced as their allies, the Skafraxians are having to learn modern naval warfare for themselves, and with no experience and no one telling them how they should go about it, the Defence Cruiser was built from the ground up to be a final line of defence.

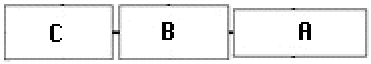
The ships main anti-ship weapons are mounted fore and aft, while the anti-fighter batteries are mainly mounted in broadsides. To get this to work against an enemy ship, the Defence Cruiser should ideally be fairly manoeuvrable, which, it is not. Combined with the fairly sluggish power output of the engines themselves, in combat the ship is likely to be a target rather than an aggressor. And against fighters, the ship is not likely to last very long. Something their Cylon allies do not seem to have pointed out.

The Defence Cruiser was designed and SSD drawn by me.

GAME RULES

The Defence Cruiser has one shuttle bays, and whilst large enough to accept fighters is not equipped with catapults or supplies for them.
The bay is not large enough to accept yachts.
Whilst not technicially an Early Years ship, the Defence Cruiser obeys all those rules with the exception that the admin shuttles carried are normal shuttles, not Y-Admin shuttles.
The Defence Cruiser has a hyperspeed multiplier of x2.0 and Skafraxian shuttles are not hyperspeed capable.

Skafraxian Defence Cruiser boarding diagram:



A **B** **C**

10 F.Hull
2 Bridge
2 Lab
2 Ph.2
4 Ph.3

10 A.Hull
3 APR
4 Cargo
1 Aux
1 Emer

14 Warp
4 Shuttles
1 Ph.2
4 Ph.3

SSD'S

	GIF file
CA Defence Cruiser SSD	18k

ANNEX EXTRACTS

Master Ship Chart Extract:

Ship	Crew Units	Brdg Parties	BPV	Move Cost	Size Class	Turn Mode	Explos. Str	F&E Cmd	Ftr Flights	Year	Notes
Defence Cruiser	15	4	28	0.75	3	D	14	2	0	7100	

Annex #7B: Ships able to land on planets

These ships may land on a planet via Powered landings (P2.434).

Annex #7G: Carrier information & Annex #7N: Missile reloads

Ship	Type	Ftrs	Admin	Bays	Store	DC
Defence Cruiser	CA	0	4	0/0/1	-	1

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THETA CLASS LIFEFORMS

Theta Class Lifeforms are clones created the great Colonial scientist Dr Ravashol to help him in his work.
Dr. Ravoshol was a genius in the physics department of the Tauron Centre for Science and the Arts. He was also a pacifist and did not believe in the on going struggle between the humans and the Cylons, and so, about fifty yahrens ago, he and a small group of scientists left the Colonies and settled on the large asteroid Tairac. There, they created a research station and were generally content to be left alone in peace. Unfortunately, this was not to be. The Cylons arrived and destroyed the station. They killed almost everyone there (save Dr. Ravoshol), powered the asteroid away from its location and forced Ravashol to help them. What had lured them the Cylons was the fact that the research team were working on a very large communications laser that if operational, would have allowed almost instantaneous communications between any point in known space. The Cylons realised that this could be a very powerful weapon.

However, with his research team now dead, Dr. Ravashol needed help in his work, so he was allowed to create the Theta Class Lifeforms.

The clones were created, forced grown and effectively given a religion to help them work with Dr. Ravoshol - the father-creator. Their forms were taken from the cells of his now dead comrades. Unfortunately even Dr. Ravoshol was forced to think that his creations were not quite human and thus he shunned them and take the Cylon line of thinking that there were subhuman.

However, their life was to change when the Cylons destroyed the Colonies. They created a plan to trap and destroy the *Galactica* and her fleet and moved the asteroid to a location where they herded the Battlestar. Unfortunately for them, a small Colonial commando unit landed on the asteroid, destroyed the pulsar laser and the Cylons and freed Dr. Ravoshol and his Theta Class Lifeforms. Once freed, Ravoshol and the Thetas were able to start living properly and working out the differences that that begun.

There are several types of clones created, planners and workers. The workers are created for their strength and obedience to follow orders. They are big and strong and very capable.
Planners are bred to think and solve puzzles and help Dr. Ravashol with his own work. They are thin and fragile, with faces dominated by a high nose.
Neither type of clone was supposed to be able to reproduce.

Unfortunately, as with everything, things did not quite work out as planned. While strong and obedient because they wanted to be, the workers were not as stupid as they were maybe supposed to be. They followed orders because of their reverence to their father-creator Dr. Ravashol rather then due to their genetic make-up. They also have the ability to bred and create children, although they hid this away from everyone (including the planners) until quite recently in their history. Workers do not fear much, but treat the father-creator with reverence and awe.

The planners are weak and while intelligent, are cowards and will follow orders, especially from someone who is stronger than they are. However, they are also quick to inform on anyone who makes them do something against their will, and this has put them at odds with the workers on more than one occasion. They like order and orders and anything against this puts them ill and at ease. Ironically, they are also not very good at planning unless they have lots of time to argue, disagree and basically act like children. At the end of the planning session, what comes out may have nothing to do with what was required. As a skilful intellectual, they are a failed race. Luckily, there are not many times that the workers will visit the planners to find this out, as it is generally forbidden.

Reactions to Thetas

Reactions to clones vary widely in the universe. The Cylons treat them as subhuman, even less than normal beings. The Colonials frown on their creation, but once created, even their reactions vary. Capricorns welcome them with open arms for the Theta's are living sentient beings that deserve every chance. The Scorpios would treat them almost as bad as the Cylons for they are an abomination.

GURPS: BATTLESTAR GALACTICA

Character Generation:

Theta Class Lifeforms are essentionally human, but they are created for certain roles giving them some unique traits.

Worker - Male

Points: 22
Attributes: ST +2 [20] IQ -1 [-20] HT +1 [+10]
Social Background: Semi-literate (Broken) [-2]

Advantages: Fit [5], Fearlessness (level 2) [4], Unfazable [15]
Disadvantages: Social Stigma (Clone) [-5], Social Stigma (Uneducated) [-5]

Worker - Female

Points: 16
Attributes: HT +1 [10]
Advantages: Beautiful [12], Fearlessness (level 2) [4],
Disadvantages: Social Stigma (Clone) [-5], Social Stigma (Uneducated) [-5]

Planner

Points: -43
Attributes: ST -2 [-20] IQ +3 [60] HT -1 [-10]
Secondary Attributes: Will -1 [-5]
Advantages: Lightning Calculator (Intuitive Mathematician) [5]
Disadvantages: Cowardice (12) [-10], Social Stigma (Clone) [-5], Sterile [-3], Vulnerability (Crushing Damage) [-30]

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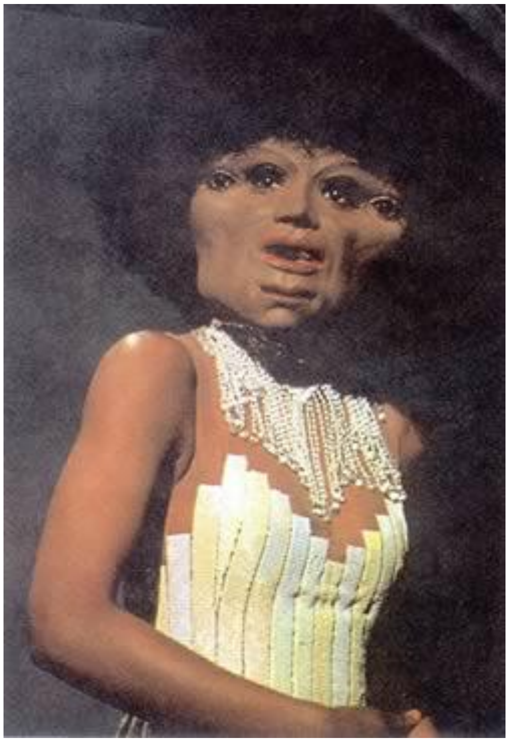
TUCANA



The Tucana are a humanoid race that inhabit the planet Tucan, which has good links with the Colonies. The people are generally friendly, and while they do not want much to do with the Colonials war against the Cylons, they do sometimes help by exporting technology to the Colonies.

In 7160, the planet Tucan was attacked by the Cylons and dominated for a while, with her people in slavery, before the Colonials sent a strike force to destroy the Cylons, which they did. The Cylons did not bother with the Tucana again until after the Colonials were destroyed. Then they came back and finished the job that they started.

The Tucana are hermaphrodites which each individual having the characteristics of both sexes. In addition, they have two sets of eyes and two mouths (one female, and one male) each controlled by different parts of the brain. When speaking, both mouths usually operate at once so that the listener seems to be spoken to by two people, although the Tucana can override this and just use the one mouth when desired (such as when speaking). In addition, both mouths can operate at different times saying different things, although the Tucana must usually concentrate for this to happen.

One of their greatest exports is their arts and music. Tucana can make great singers as each Tucana can provide their own backing vocals as well as be the lead singer.

GURPS: BATTLESTAR GALACTICA

Character Generation:

Points: 27
Advantages: Extra Mouth [2], Peripheral Vision [15], Voice [10]

In addition, the Tucana may purchase an additional advantage, although not every one has this advantage.

Bass Voice:

5 points
The Tucana may, if they concentrate, use their lower male voice to send out a low frequency bass tone that can shatter glass within a few metres of the Tucana. There must be no obstructions between the Tucana and the object (such as a wall) and only small items can be shattered - like wine glasses. The voice has a cone effect starting in front of the Tucana, and all shatter-able items within the cone are effected. If desired, the Tucana can concentrate on shattering just one item in front of them instead of a multitude, and in this case the item may be of slightly thicker material (but must still be shatter-able).

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TECHNOLOGY NOTES

The Universe of **Battlestar Galactica** is predominately Tech Level 10. Most of the main races are TL 10, but there are a lot of gaps between the various species, and whilst the end result of the various technologies are the same, the actual technologies and methods of getting there are completely different and incompatible.

One good example of this is in the realm of weaponry. Both the Colonials and Cylons use laser weaponry, but the two methods of powering these lasers are different. Both use energy cells, but the Cylons uses a method that gives-off poisonous di-ethene gas as a waste product. As a result, energy and power cells from one race will not work with the other race, no matter how hard you try or how good a technician you are.

Technologies are quite advanced, but all races still use physical switches instead of touch screens, and wires and patch cables are very much in evidence.

The following is a checklist detailing the tech of the two main races - the Colonials and the Cylons.

	Colonials	**Cylons**
Weaponry:	The laser is the standard weapon of the militaries. It should be noted that the weapons are more blaster (plasma and particle) weapons than true lasers. Heavy weapons tend to be referred to as Pulsar or Mega-Pulsar lasers, while smaller ship mounted anti-fighter weaponry are turbolasers. Outside the military, true lasers and conventional (and not so conventional) ballistic guns are common.	
Vehicles:	Heavy vehicles, intended for combat duty or cargo capacity are mainly tracked. These vehicles are the staple of the military and are generally reliable and rugged. In other duties, hover vehicles are common. Built	

	upon air cushion technology, these are advanced enough to not require side skirts to help them lift off the ground.	
Life Sciences:	The Colonials are quite advanced in the life sciences. Modern medicine can heal broken bones in minutes, drugs can cure most known disease and infection, and the maximum life span of a human is now some 200 yahrens. However, at the same time, while available, a lot of life science technology is not used or frowned upon. Cloning exists but it (and the associated tech, like brain taping) are taboo within Colonial space and not used at all, except for the cloning of new organs for transplants. Bionics do not exist and cybernetics are not used either. While they can be constructed, society frowns against it, cybernetics even more so as there is the possibility that humans will become more like Cylons. Suspended animation is a common way of preserving the very ill.	Cylon life sciences are quite advanced, which may seem strange as the Cylons are not living. However, they Cylons need to know how their subjugated races or enemies function so that they can devise methods of interrogation and weapons of destruction against them. They do not clone, create bionics or have cybernetics.
Robotics:	The Colonials can create quite advanced robots and have a good knowledge of the arts. They can and do create AI's, but again, society steps in. They do not create sentient AI's and only use AI's when they have to. Normal robots are simply dumb drones built for a specific function. They lack behind the Cylons though and can not create (nor want to) their equal.	The Cylons are very advanced AI's and as a race they can create more with no problems. They have a very good understanding of robotics and their function.
Spacecraft:	The Colonials use ion reaction manoeuvre drives for their spacecraft. With these, they use the Marron Hyperspeed drive (which is an FTL warp drive with lots of limitations, but functions a bit like the inertialess drive). They have artificial gravity. Drives use a lot of tylium fuel. FTL astrogation is complex three dimensional, and Fast FTL radio (limited range) is common.	The Cylons use gravatic reactionless manoeuvre drives for their large craft, and ion reaction manoeuvre drives for their small craft (fighters). FTL drive is similar to FTL warp drive, but is based on their gravatic reactionless drives. They have contragavity and use tylium for fuel. FTL astrogation is complex three dimensional, and Fast FTL radio (limited range) is common.
Other:	Holographic pictures and movies, strong armour, force fields (not for	

	defence, but for keeping things - like an atmosphere - in). Cloaking technology for spacecraft is experimental (mainly by the Cylons).
Not Available:	The following are not available at all: Weapon deflecting/absorbing force fields, transporters, teleporters and tractor beams. Nanotechnology does not exist yet.

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EQUIPMENT NOTES

The Universe is a large place and there is a lot of equipment and gear being used amongst the various planets and races and it would be impractical to list all items that are used by everyone. As such, using TL 10 as a base and the technology notes, you should use any of the equipment found in the various **GURPS** books. This equipment does not need to be modified at all save that all costs should be listed in cubits, and no, the dollar symbol is not the alternate symbol for cubits, so do not use it. Any equipment found on this site replaces the equivalent if it exists in a **GURPS** book, and any additional notes can be found below.

Weapons and Armour:

The standard weapon is the laser. These can be designed as normal using **GURPS Vehicles 2nd Edition**. Most pistols use the compact and close range options. Design the weapon to TL 10 and then multiple the final cost by x10 to get the price in cubits. Lasers use cr. damage, not imp.

*Since the revision to **GURPS 4th Edition** this has changed somewhat. When the revised vehicles of **GURPS Vehicles** comes out, this will be revised properly.*

Other weapons can exist in other societies, but the Colonials, Cylons and other major races have adopted the laser as their main weapon. Projectile weapons are not in wide spread use, nor are other types of weapon.

There are not many types of armour available and thus use the ones listed here. Powered armour is not in use at all. Force fields and energy shields of any kind do not exist.

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MONEY

The Colonies run on money. As it is today, money buys the essential and not so essential items that keep the population happy, amused and fed.

There are several different types of currency floating around the Colonies, and these include the Colonial Cubit, Orion Cheques, Quantums and Markas. Out of these, the cubit is the most common form of currency as it is the currency of the Colonies themselves.

While these currencies are the most common, they are by no means the only ones. Some agro colonies have developed their own currencies and while they are legal tender for trading, they must be converted into cubits before they can be taken to the streets, so these are the ones most likely to be encountered.

Cubits:

Cubits are small rectangular coins made mainly of oregg. They have a symbol on either side to show their value. Cubits are carried by everyone and accepted everywhere within the Colonies. As cubits are the same size and colour, it is easy to get confused trying to see exactly how much money you have at a glance.

Markas:

Markas are another Colonial currency, but one that holds little value when compared to the cubit. A markas looks like a small, thin disc of plastic, with its colour denoting its value. There are red, blue and yellow markas coins. While plentiful, markas are only valid within the Colonies, not on alien worlds. Cubits are much preferred for intergalactic trading, and even some frontier Colonial colonies prefer cubits to markas.

Orion Cheques:

Orion cheques are the main form of currency on the planet Orion, which is a major trading partner of the Colonies and other nations. Cheques are accepted almost anywhere Orions are. Cheques are small oregg coins with serrated edges and raised grooves on the coin, with ornate markings on them.

Quantams:

Quantams are an old form of currency used on some backwater and agro worlds, although still legal tender. A quantam resembles a flat bronze coin with marking on either side of the coin to denote tender. They are very rarely seen in the Colonies these days.

Exchange Rate:

The various currencies all hold differing values when compared to each other, and the current exchange rates are as follows:

	Ratio for exchange			
Currency for Exchange	**Cubits**	**Orion Cheques**	**Markas**	**Quantams**
Cubits	1:1	2:1	4:1	3:1
Orion Cheques	1:2	1:1	1:8	1:6
Markas	4:1	8:1	1:1	4:3
Quantams	3:1	6:1	3:4	1:1

Thus there are 2 cubits to an Orion Cheque, 4 markas to the cubit and 3 quantams will get you 4 markas.

Counting Money:

One problem with nearly all the currencies listed above (save the markas) is that all the coins of one currency look the same and are the same size. This can make quickly distinguishing how much money you actually own a difficult job. Because of this, the chief ways of valuing cubits and the value of any currency, is through their weight. Different denominations of coin weigh different amounts and all shops (and most waiters and salesmen) have small weighing machines able to determine exactly how much money they have just been given, thus solving arguments. These machines are quite sophisticated in that they can accept differing currencies at the same time to give one overall value in cubits.

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ARMOUR

Personal body armour is not something that is usually worn by Colonial warriors. For one thing, there is not space in a Viper cockpit to wear armour, and secondly against lasers, personal armour is not terribly effective. As a result, armour is not worn as standard by arms of the Colonial Armed Forces save for the Colonial Army. The Army does wear armour on a routine basis as anything is better than nothing when trying to protect yourself against laser blasts.

The following types of armour are available to the Colonials military.

Colonial Warriors Jacket:

The Warriors jacket is just that. Worn as part of the Warriors battledress, it provides minimum protection in the actual battlefield but anything is better than nothing. The jacket only protects the torso and the arms.

Colonial Warriors Flight Helm:

The Flight helm is the standard helmet of the Colonial Warrior. Worn predominately while in the Viper, it is not really designed to be worn out of it and in combat situations, being a bit cumbersome for that. It contains the contact for the Viper radio and in addition also has a force field that covers the front of the helm so that in emergencies the helmet can keep a breathable atmosphere for the pilot for a short time. The helmet protects the head and neck, but not the open face. The force field does not provide protection for that either.

Colonial Army Light Armour:

The standard uniform for the Army, Light armour resembles a padded suit and contains special materials to absorb energy and blunt trauma damage, spreading it around the body. The result is that a person who is continuously hit while wearing this armour will suffer larger and more spread out, but less damaging bruises on the body. The armour comes with a solid helmet and protects all parts of the body, except the open face.

Colonial Army Heavy Armour:

Heavy armour is the next stage up from light armour and consists of a light armour suit fitted with rigid plates to stop heavier laser blasts. It is not standard issue for soldiers but issued as and when heavier assaults are going to take place. The armour protects all parts of the body and the helmet includes a transparent shield to protect the face.

Colonial Army Full Combat Armour:

Full Combat Armour is a rarely seen, full encompassing rigid armour, used in only the heaviest fighting when there is pretty much no chance of not being shot - such as in stronghold assaults. The suit is not powered armour as such, relying on the occupant to move the suit under their own power, but does contain small motors to assist in shifting the legs and arms and thus not make the suit too restrictive on the wearer. Heavy armour protects all parts of the body.

Armour Type	DR	Cost	Weight
Colonial Warriors Jacket	2	200	4 lbs.
Colonial Warriors Flight Helm	10	1,000	4 lbs.
Colonial Army Light Armour	8	1,000	6 lbs.
Colonial Army Light Armour Helmet	15	400	4 lbs.
Colonial Army Heavy Armour	15	1,500	10 lbs.
Colonial Army Heavy Armour Helmet	25	1,000	10 lbs.
Colonial Army Full Combat Armour	40	4,000	40 lbs.

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DRUGS

There are many drugs in the universe, and the Colonials use them like other races. All medical drugs found in **GURPS Space 3rd Edition** page 94 (save Torpine and Anti-Agathics which do not exist) are available to players, although Adders are very rarely used and generally illegal. In addition, there are a number of recreational drugs available as well as a few special drugs that are in use, if not legally.

Typical Recreational Drug:

The typical recreational drug is not actually legal to use, but most law enforcement agencies turn a blind eye and unless you do something completely stupid whilst under the influence, you will not be stopped for taking it or being under the influence. Comes in either a pill, liquid or smoke-able form, the effects of a recreational drug generally make the user feel high and on a euphoric trip. While you are able to function while taking them, your coordination does go a bit and you end up not making a lot of sense to others if you talk to them. Trips last a couple of centars with no real side effects. The drug tends to cost around 50 cubits a shot and can be obtained with a simple streetwise skill roll. These drugs are mildly addictive, and if more than two doses are taken in 24 centars, an addiction roll should be made.

Brain Crystals (TL 10):

Brain Crystals are addictive drugs that scramble the brain, make the user hallucinate, think they're in a dream world and generally not live in the now. When on the trip, the user will not recognise their surroundings nor the people they are with. In fact, they may not even know someone is around at all, they will be so out of it. It will be impossible to interact with someone taking Brain Crystal. They will not eat or rest during the time. When they come down, a user gets the shakes as the drug is expunged from their system, and they get very confused as their brain tries to make some sense of what has just happened. Regular users will start to get paranoid, permanently shake and hallucinate even while not taking the drug. Sometimes though, the drug may revive old memories, even ones lost to Short Spans, although this is not a safe way to get those memories back. A trip lasts around 2d6 centars. Addiction will occur if more than one dose is taken in a 24 centar period. The drug is illegal, although has sometimes been prescribed and issued (under controlled conditions) by hospitals treating memory loss conditions. It costs 400 cubits per dose.

Coma's (TL 9):

Comas are drugs which, when taken, force the victim to enter a period of deep sleep. This is a forced sleep and not able to help the character heal or rest at all, and thus you will not get this drug prescribed for medical uses. In fact, this drug is illegal and was designed to be slipped to someone who would then be incapacitated. The drug is available in capsule form (which is easily dissolved in liquid), and when ingested, the target will fall into a deep sleep in about HT centons time. Once asleep, it will take a lot to rouse the character - loud noise, slapping, cold water will not generally work, but a dose of the Revive drug will. In fact, this inability to revive the victim is generally how the drug got its name of Coma. If undisturbed, the character will sleep for about 10 centars, and will awaken normally and with no side effects save for having a headache and feeling tired. The drug is not addictive and can be found on the black market or by someone with contacts in the intelligence circle. Coma's generally cost around 75 cubits per dose.

Paralysis Capsules (TL 9):

Paralysis capsules can be taken orally, injected or as vapour. When ingested somehow, the effects are instant. The target will be immobilised and paralysed for a few centons, although they will be aware of what is going on around them, just not able to participate. The drug is not addictive, but illegal. It does carry some risk in that a small percentage of people find that their heart also gets paralysed which leads to death. (Make an HT+2 roll, failure indicates a heart attack). There is no antidote to a paralysis capsule, but as stated, with the exception of a few people, the drug does not actually cause any harmful side effects. On the black market, the drug costs around 500 cubits per dose.

Short Spans (TL 10):

Short Spans were developed to make someone forgot the last few moments of their life. The drug attacks the brain cells and destroys the victims' short term memory. It is very effective in its task, and there are not many means of being able to get those memories back. Hypnotism and other drugs will not work, but psycho-electron recall will, but you have to be a brave person to want to submit to that. Unlike some other drugs, a short span effect will not wear off over time, so memories will not start coming back in dreams or visions at some point in the future. As far as the victim is aware, the last few moments just do not exist. Short Spans are illegal, but available on the black market. They are very addictive if used more than once a day on someone. A short span will destroy the last (30 - HT) centons of someone's life, starting from the moment the drug is taken. Multiple doses therefore, will not extend this period of time. The drug costs 250 cubits and is available in capsule or liquid form.

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EQUIPMENT

This is a very brief list of equipment that can be found in the Galactica Universe. Prices are given for characters playing civilians, however if playing a Colonial Warrior, the equipment would be issued to the players, although things like hand computers and languatrons would be issued at the rate of one per party.

Use the many **GURPS** supplements for more equipment ideas.

Communication devices:

The Colonials use a mixture of communication devices, from the standard medium range head set, to the smaller wrist communications and the more powerful hand held unit. Most of the range of frequencies operated by the military and civilian fleets can be accessed through these devices. The standard hand held unit (as pictured) has a range of 5,000 microns (with military scrambled voice only frequencies), weighs 1 lb. and costs 200 cubits.

Data Display:

A data display is a small pad that used for storing information and displaying it. It can be used to store books and other information, but can also be used as an electronic notebook. It does not have much processing power. A very common item that has all but replaced paper books in some circles as it can hold a lot more information. It is very similar (but slightly thicker) than the datapads from Star Trek: The Next Generation.
It weighs 1 lbs and costs 100 cubits.

Hand computer:

The hand computer is in widespread use amongst the military and civilians as it is a very versatile device. The hand computer is a small portable computer which can handle a wide range of functions and programs. It can be voice activated, and that is the usual way of using the machine as it has a limited keypad which beginners usually take a bit of time learning how to use.
The hand computer weighs 2 lbs, has a complexity of 4 and costs 1,000 cubits.

Languatron:

The languatron is a hand held portable language translating device, able to translate both ways (from the wielder to the speaker, and to the wielder from the speaker) in a conversation. While programmed with all known languages, it has a limited (although fairly accurate) ability to take educated guesses at strange languages. The languatron also has the ability to determine the sex of the speaker and will translate in a male or female voice accordingly. It can be used for any language that is verbal. It weighs around 1.5 lbs. and costs 2,000 cubits.

There is a Langautron Type II that functions on all ways as the standard Languatron, except that it is wrist worn and slightly smaller. It weighs 1 lb. and also costs 2,000 cubits. All languatrons may have their information downloaded for further analyse by a more powerful computer, or may have additional languages uploaded to them.

Game notes: For standard languages (all Colonial languages, the planets around the Colonies), the languatron is a very accurate tool. When used for brand new languages, the languatron should have a base skill of 11, which should get higher the longer the languatron is used with that new race. It can upload new languages from other sources, and the machine itself has the ability to remember phrases and 'learn' languages.

Medical analyser:

The analyser is a large, bulkier hand held scanner that is used to determine exactly what is wrong with a patient when full medical facilities are not available. It consists of a scanner linked by a flexible cord to a computer. The scanner is moved over the patient, and the computer prints the results. It can isolate most problems, from broken bones and internal injuries to poison and disease, although it might not recognise the exact type. The data from the analyser may be downloaded at a later time to a ships computer for more detailed results which can be useful if the analyser cannot determine what is wrong with a patient.
It weighs 5 lbs. and costs 1,000 cubits.

Smaller, less rugged hand held models do exist that do not have an attached computer, but these are specific and thus you will find one which will just diagnose the skeletal structure of the patient, and another which will only diagnose internal injuries.
The smaller analysers weigh about 1 lb. and cost only 200 cubits each.

Games notes: The large analyser gives a +5 to the users Diagnosis skill if a successful Electronics Operation (Medical) skill roll is made. The smaller models give a +2 to the Diagnosis skill is a successful Electronics Operation (Medical) skill roll is made.

Scanners:

Scanners of all kinds are in use by Colonials for all standard purposes, with multi-purpose scanners being the most common. Scanners look a lot like the hand computer as listed above, but just a bit thinner. Some scanners have wands which allow for greater accuracy in the readings, although this does not mean that the scanner itself will be able to identify things any better. For this reason, all scanners can have their data downloaded into another computer for detailed analysis at a later point in time.

Timepiece:

The most common timepiece worn by the Colonials is more than just a simple watch, but it also contains a small basic calculating computer, stop watch and count down functions, multiple time zones, and sometimes also a 100 micron communicator as well. The model pictured is standard for all Colonial warriors. Weight is 1/4 lb. and the cost is 50 cubits, or 100 cubits with the communicator.

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WEAPONS TABLE

All weights include a full load of ammunition and energy cells.
Remember that Colonial and Cylon use incompatable energy cells.
Cylon weapons are not available to buy.

TL	Weapon	Damage	ACC	Range	Wt	ROF	Shots	ST	Bulk	RCL	Cost	LC
Colonial Military Weapons:												
Beam Weapons (Laser) Skill:												
10	100 kj Light Laser Pistol		1	600/1,200	0.80 lbs.	2	8/2B	7	-1	-1	570	0
	- Kill setting	2d(2) cr										
	- Stun setting	Stun										
10	250 kj Laser Pistol		3	900/1,800	2.17 lbs.	3	20/2C	8	-2	-1	2,000	0
	- Kill setting	4d(2) cr										
	- Stun setting	Stun										
10	450 kj Laser Rifle	6d(3) cr	4	1,300/2,600	9.90 lbs.	2	30/3C	10	-5	-2	3,500	0
10	1,000 kj Heavy Laser	12d(3) cr	5	7,600/22,800	26 lbs.	2	36/1D	-	NA	NA	9,750	0
Thrown Weapons Skill:												
10	Explosive Grenade	6dx3 cr ex	-	-	1.00 lbs.	1	-	-	-	-	50	0
10	Hand Mine	6dx4 cr ex	-	-	2.00 lbs.	1	-	-	-	-	200	0
10	Radon Bomb	6dx8 cr ex	-	-	3.00 lbs.	1	-	-	-	-	350	0
10	Solenite Charge	6dx4 cr ex	-	-	1.00 lbs.	1	-	-	-	-	100	0
Colonial Civilian Weapons:												
Beam Weapons (Laser) Skill:												

9	Light Laser Pistol	2d cr	2	300/800	3.00 lbs.	2	15/C	7	-1	-1	800	2
9	Light Laser Rifle	4d cr	3	450/1,200	5.00 lbs.	2	20/2C	9	-3	-1	1,500	1

Cylon Weapons:

Beam Weapons (Laser) Skill:

10	Laser Pistol	4d(2) cr	2	850/1,700	2.23 lbs.	2	18/C	8	-1	-1	NA	0
10	Laser Rifle	5d(3) cr	3	1,200/2,400	8.90 lbs.	2	40/4C	9	-5	-2	NA	0
10	9,600 kj Hvy Laser Cannon	6dx13 cr	4	5,900/17,700	333.34 lbs.	2	38/E	-	NA	NA	NA	0

Thrown Weapons Skill:

10	Explosive Grenade	6dx4 cr ex	-	-	1.50 lbs.	1	-	-	-	-	70	0
10	Fragmentation Grenade	6dx4 cr ex	-	-	1.50 lbs.	1	-	-	-	-	70	0
10	Metron Bomb	6dx10 cr ex	-	-	5.00 lbs.	1	-	-	-	-	500	0

Other Weapons:

Guns/TL Skill:

7	Numo	2d pi-	3	50/100	4.50 lbs.	1/2	1	7	-2	-1	100	2

Thrown Weapons Skill:

10	Borellian Laser Boles	4d(2) im ex	2	-	1.00 lbs.	1	1	-	-	-	NA	0

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Colonial Military Weapons:

Light Laser Pistol:

The light laser pistol is designed for concealment and is generally only issued when a weapon must be carried but must be out of sight for most of the time. It is fairly capable, but very small and this limits the amount of shots it can fire before it must be recharged. It has two settings - stun or kill. Unlike most other hand weapons, the light laser pistol emits a light blue pulse when fired.

Laser Pistol:

The standard sidearm for Colonial Warriors, security guards and must others. A large and bulky weapon, but suited for sustained and accurate one handed firing. It has two setting - kill or stun - and can generally take out a Cylon Centurion in one or two shots. The laser pistol emits a flash when fired but emits an invisible pulse.

Laser Rifle:

The laser rifle is generally standard issue for the Colonial Army, although stores of this weapon will be found in all military arms. It is a more powerful and longer ranged weapon that the laser pistol, but considerably heavier, which does not make it a favourite amongst troops. Like the laser pistol, it fires an invisible beam of light, but does emit a blue flash.

1,000 kj Heavy Laser:

The heavy laser is the standard heavy weapons laser of the Colonial military, and can be found in widespread use, from tripod use, to vehicle mounts and as an AA weapon. It is highly effective against Cylon Centurions. It must be at least mounted on a tripod and cannot be used without a mount of some description. The heavy laser fires a red beam of light when fired.
Note: The weapon has a power consumption of 4,000 kw.

Grenades:

The Colonial Armed Forces use a number of grenade types in close combat as they provide a way of getting some high explosive to the target in a quick and easy fashion. The grenade of choice is the high explosive one, fragmentation grenades are generally no more effective against Cylons because the fragments can not penetrate Cylon armour.

Hand Mine:

The hand mine is a powerful explosive, which is a set charge rather than being, a thrown weapon. It can be set to explode on a timer, or else can be detonated by a number of other means, including remote link, motion, sound or light sensors. As such, it is very useful for laying as a booby trap. It has a full blast radius.

Radon Bomb:

The Radon Bomb is simply a large solenite charge. It comes in a large cylinder with an activation switch on top. It has a timer and remote link for detonation only, being too large to throw. Like most charges, the Radon Bomb does not have much of a blast radius, instead it acts like shaped charge against its intended target.

Solenite Charge:

The solenite charge is a small but powerful explosive made from the highly explosive tylium fuel that spacecraft use. It is multi-purpose in that it can be thrown or simply set as a standard explosive. They have a simple switch on top that is pressed to activate and turned to set the timer or to activate the impact fuse. When activated, the orange light comes on to warn that the weapon is armed. The weapon can also be detonated by remote link. When detonated, the weapon acts like a shaped charge against the item it is placed against. This makes it of limited usefulness when being thrown.

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WEAPONS

Cylon Weapons:

Laser Pistol:

The laser pistol is a rarely seen weapon in the Cylon arsenal, hardly ever carried by Centurions who generally use the laser rifle. The laser pistol is generally carried by 'non combatant' Cylons although stores of these weapons can be found in Cylon Raiders as a backup weapon. A reasonably powerful weapon. The Cylon pistol does not emit a visible beam of light when fired.

Laser Rifle:

The standard weapon of the Cylon armed forces. The laser rifle is a solid weapon, easy to hold and point and having a decent range and damage capability. It also comes with a built in bayonet, although this can be detached. It flashes when fired, but emits no visible light pulse.

9,600 kj Heavy Laser Cannon:

The 9,600 kj laser cannon is one of the main heavy weapons used on Cylon combat vehicles. The combat sled is one of the main combat vehicles of the Cylon Empire that routinely carries this lethal weapon. Elsewhere it can be found in emplacements in both the anti-armour and anti-aircraft role. When used it fires a blue beam of light.
Note: The weapon has a power consumption of 38,400 kw.

Grenades:

The Cylons do make use of normal grenades, much like other forces. Their grenades are conventional in shape, and operation, but are slightly larger for better throwing by the Cylon larger hands. Cylons tend to favour fragmentation grenades when operating against organic targets.

Metron Bomb:

The Metron Bomb is a large charge used by Cylon forces. It consists of a large cylinder that is filled with explosive. It is not thrown, instead it is placed next to the target. The device is not a shaped charge like other bombs and has a full blast radius. It has an activation switch, which when pressed, causes the bomb to glow a dim red. The bomb may be detonated by a timer, remote link or via various sensors that can include motion and sound.

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WEAPONS

Other Weapons:

Laser Boles:

The Laser Boles are the weapon of the Borellian Nomen, and no one else uses them, for many a good reason. They come in two sections and are activated by breaking the two sections slightly. The boles start to hum as the energy builds up, and they are thrown at their target. When thrown, the boles split properly into their two halves, remaining attached by a visible laser beam between them. When they hit something, the beam causes an attack, and in addition, there is a small amount of concussion damage (2d damage) in the immediate area. Once spent, the boles can be recovered and recharged for further use.

What makes them dangerous, is that once activated, the power builds up in the boles and if the energy has not been spent, they will explode after 50 microns. The only way for this build up to end is to explode the boles, there is no off switch. If the boles explode while still being carried, the holder will only receive half damage as the laser beam will not connect. This teaches the Nomen to use their weapons only when they are ready.

Numo:

The Numo is an easily obtainable low powered air rifle type weapon designed for short range game hunting rather than as for use as an actual weapon. Outdated and rarely seen in the Colonies themselves, it is sometimes still found in low-tech agricultural settlements. It is a single shot weapon, having to be broken open to replace the pellet after firing, although variations abound, usually being home built models.

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Landram

GURPS Vehicles 2nd Edition

The Landram is one of the most common Colonial military vehicles seen. It is a general purpose personnel and cargo carrier, tracked for greater performance over rough terrain. The front section contains the driver and passenger section, while behind that is the cargo section. The vehicle is armoured to protect it from light arms fire and in military service, the vehicle is armed with a one-man open mount turret containing a twin linked heavy blaster cannon. Colonial shuttles are designed to be able to carry one of these vehicles as standard. The Landram comes in several varieties depending on the mission needed, and they can also be found in civilian duties, although with a lot of the military specific options removed. In military service, Landrams are not designed as front line attack vehicles - the weapon being a defensive measure - instead they are mainly used as scouting vehicles and cargo and people carriers. The vehicle is of a very boxy design and there is no access to the gun turret from inside the vehicle.

The Landram does not contain an onboard power supply for the heavy lasers - which require 1 D-Energy Cell each - but usually contains stores within the cargo space.

Price: 280,290 cubits **TL:** 10
Subassemblies: Tracks, Open mount turret
Propulsion: 200 kw Tracked drivetrain
Weaponary: Two linked 1,000 mj Colonial heavy lasers (open mount turret)
Weapon Accessories: Partial stabilisation for the laser weapons, universal mount
Instruments and Electronics: Long range radio (16,220 microns), scrambler, headlights, searchlights (1.6 microns), Passive radar (8 microns), chemical scanner (40 microns), radscanner (17 microns), meteorological sensors, navigation instruments, IFF, GPS
Miscellaneous: Duplicate manoeuvre controls
Controls: Electronic
Occupancy: Short, 2 roomy crew stations, 4 roomy passenger seats, environmental control
Power: 250 kw HP ceramic ICE engine
Fuel: self sealing 100 gallon tank, with 100 gallons av fuel
Acces, Cargo and Empty Space 100 cf cargo space, 8.588 of access space
Volumes: *Body:* 320.552 *Tracks:* 187.18, *Open Mount:* 2.268
Structure: Heavy Frame, standard materials
Hit Points: *Body:* 900, *Tracks:* 375, *Open Mount:* 22
Structural Options: Improved Suspension
Body Armour: *Body:* PD 4, DR 60 Standard Composite, *Tracks:* PD 4, DR 20, *Open mount gun shield:* PD 4, DR 40
Surface Features: Sealed
Vision: Fair
Statistics: *Empty Weight:* 5,013.81 lbs. *Usual Payload:* 3,200 lbs. *Loaded Weight:* 8,863.91 lbs. (4.43 tons) *Volume:* 510 cf *Size Modifier:* +4 *Structural HT:* 12
Ground Performance: *Top Speed:* 85 mph *gAccel:* 5 mph *gDecel:* 20 mph *gMR:* 0.5 *gSR:* 7 *Off-Road Speed:* 70 mph, Very low ground pressure

Cargoram

The Cargoram is simply a standard Landram designed to hold more cargo rather than passengers. As a result, the passenger seats are ripped out, as are the chemical and radscanners and searchlight. The vehicle can then carry 229 cf of cargo and is some 38,320 cubits cheaper than the normal Landram.

Civilian Landram

The civilian Landram is very similar to the military Landram but with a lot of extras removed. These include the open mount turret, the scrambler, searchlight, passive radar, chemical and radscanners, IFF and GPS. The rest of the vehicle is as normal. It should be noted that most of the people who buy Landrams generally use them on frontier planets (and not on the Colonies themselves) and usually end up putting a lot of the removed equipment back, especially the weapons. Cost to civilians is 213,960 cubits.

Snowram

The Snowram is identical to the standard Landram but is adapted to artic conditions. Standard equipment includes better heating equipment and modified engines to operate in freezing temperature and below conditions.

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VEHICLES

Hovermobile

GURPS Vehicles 2nd Edition

The hovermobile is pretty representative of those found on the Colonies, and the model listed below can be considered an average family version. Hovercraft are the staple transport in Colonial space for civilians and are generally used for all purposes save for heavy cargo transport when generally tracked vehicles are used. They do come in many other versions such as sports models and larger seat people carriers.

Colonial hovercraft technology is advanced enough to mean that their vehicles do not need side skirts to contain the air from the fans and the lift generated is concentrated directly below the vehicle so there is not a side wash of air that spills out from the side of the vehicle.

Price: 14,260 cubits **TL:** 10
Propulsion: 1450 kw ducted fan
Instruments and Electronics: short range radio (804 microns), headlights, navigation radar (8 microns)
Miscellaneous: Compact fire suppression system, burglar alarm
Controls: Electronic
Occupancy: Short, 1 roomy crew station (driver), 3 roomy passenger seats, environmental control
Power: 145 kw HP ceramic ICE engine
Fuel: standard 35 gallon fuel tank with 35 gallons av fuel
Acces, Cargo and Empty Space 20 cf cargo space
Volumes: 213.07 cf
Structure: Heavy Frame
Hit Points: 188
Body Armour: PD 3, DR 5

Surface Features: Fair streamlining
Vision: Good
Statistics: *Empty Weight:* 1,120.32 lbs. *Usual Payload:* 1,200 lbs. *Loaded Weight:* 2,547.82 lbs. (1.27 tons) *Volume:* 213.07 cf *Size Modifier:* +3 *Structural HT:* 12
Hover Performance: *Top Speed:* 110 mph *hAccel:* 2 mph *hDecel:* 20 mph *hMR:* 5 *hSR:* 4 *Lift Thrust:* 2,600 lbs. *Motive Thrust:* 200 lbs.

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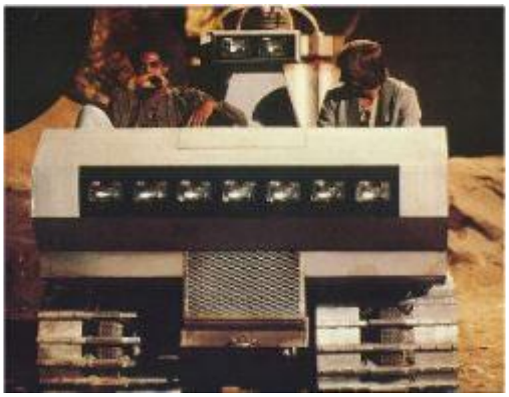
VEHICLES

Powersled

GURPS Vehicles 2nd Edition



A powersled is a standard utility vehicle used quite widely by the Colonials in safe areas. It is a completely open tracked vehicle with no sides and thus very minimal armour. There is no place to hide in a powersled. Instead, the vehicle is used to haul large amounts of cargo, and the vehicles ability to haul armour is quite impressive.

Size wise, the vehicle is about the same size as a Landram, and indeed uses many of the same components as that vehicle, including the tracks and drive controls. Aside from the lack of any sort of sidewall, the vehicle also cuts out most of the fancy electronics that the Landram carries. Like the Landram, the vehicle comes in two main sections. At the front is the open drivers compartment with space for two or three people. Behind them is the open cargo area, and cargo can be literally stacked up here. Inbetween the two sections are a small mast containing additional headlights. In times of war, a heavy laser and power supply can be set up here, but the powersled makes a poor combat vehicle.

Price: 27,700 cubits **TL:** 10
Subassemblies: Tracks, Open mount turret
Propulsion: 100 kw Tracked drivetrain
Instruments and Electronics: Medium range radio (8,038 microns), headlights, searchlights (1.7 microns), IFF
Controls: Electronic
Occupancy: Short, 3 normal exposed crew stations
Power: 105 kw HP ceramic ICE engine
Fuel: standard 45 gallon tank, with 45 gallons av fuel
Acces, Cargo and Empty Space 10 cf cargo space.
Volumes: *Body:* 72.65 *Tracks:* 36.325
Structure: Heavy Frame, standard materials
Hit Points: *Body:* 375, *Tracks:* 113
Body Armour: *Body:* PD 3, DR 12 Standard Composite, *Tracks:* PD 3, DR 10
Surface Features: Completely open to all elements
Vision: Very good
Statistics: *Empty Weight:* 1167.75 lbs. *Usual Payload:* 2,600 lbs. *Loaded Weight:* 4,060.25 lbs. (2.03 tons) *Volume:* 108.98 cf *Size Modifier:* +3 *Structural HT:* 12
Ground Performance: *Top Speed:* 85 mph *gAccel:* 5 mph *gDecel:* 20 mph *gMR:* 0.5 *gSR:* 5 *Off-Road Speed:* 70 mph, Very low ground pressure

Notes:

It should be pointed out that the 10 cf cargo space is simply the bottom of the cargo bed, and not actually the cargo capacity of the vehicle. I have used a base cargo load of 100 cf for all calculations, although the vehicle is capable of carrying more than that.

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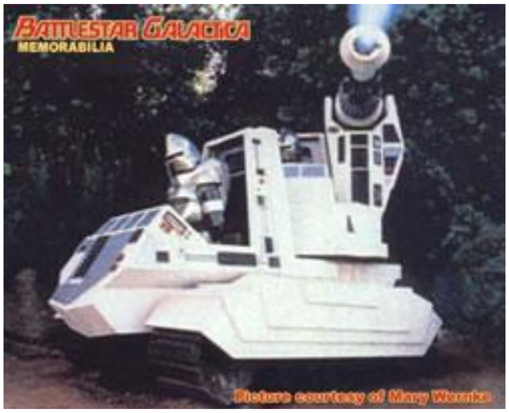
VEHICLES

Cylon Combat Sled

GURPS Vehicles 2nd Edition



The combat sled is a typical light combat vehicle operated by the Cylons. It mounts a heavy pulsar laser cannon that is useful in both a ground and anti-aircraft role. The vehicle is fast and manoeuvrable and due to its smallish size can be quite easily hidden in ambush positions, although it does not mount any electronic counter measures. Two Cylons operate the vehicle (one as a driver, and one as a gunner). The vehicles biggest flaw is that it is exposed to the elements. Whilst not a problem for the Cylon occupants, it does mean that the relatively thick armour on the vehicle does not always protect the crewmembers and the easiest method of disabling the vehicle is generally considered to be to shoot at the occupants and not the vehicle itself.

Price: 161,930 cubits **TL:** 10
Subassemblies: Tracks, turret
Propulsion: 80 kw Tracked drivetrain
Weaponary: single 9,600 kj heavy laser cannon
Weapon Accessories: full stabilisation
Instruments and Electronics: Long range gravitic radio (160,772 microns), scrambler, headlights, AESA radar (17 microns), PESA (17 microns), Intertial navigation system, GPS
Controls: Electronic
Occupancy: Short, 2 exposed standard crew stations
Power:2,880,000 kws rechargeable energy cell (for motive power), 3,840,000 kws rechargeable energy cell (for weapons, allows 100 shots)
Acces, Cargo and Empty Space 1 cf cargo space
Volumes: *Body:* 26.72 *Tracks:* 16.04, *Turret:* 24.50
Structure: Heavy Frame, expensive materials
Hit Points: *Body:* 180, *Tracks:* 30, *Turret:* 150
Structural Options: Open framed
Body Armour: *Body:* PD 4, DR 100 Expensive Composite, *Tracks:* PD 4, DR 40, *Turret:* PD 4, DR 100
Vision: Good
Statistics: *Empty Weight:* 1,510.45 lbs. *Usual Payload:* 720 lbs. *Loaded Weight:* 2,230.45 lbs. (1.12 tons) *Volume:* 67.26 cf *Size Modifier:* +2 *Structural HT:* 12
Ground Performance: *Top Speed:* 100 mph *gAccel:* 8 mph *gDecel:* 20 mph *gMR:* 0.5 *gSR:* 4 *Off-Road Speed:* 80 mph, low ground pressure

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SHIP DESIGN GUIDELINES

Spaceship construction is done via **GURPS Spaceships**, an e23 sourcebook for **GURPS Fourth Edition**. Any changes to the rules are found below.

With the changes in the new edition, conversion of existing SSDs is difficult, so the designs listed here are more concerned with the look and feel of ships rather than an exact SSD conversion. In addition, until later supplements are brought out, these rules will largely concern themselves with freighters, shuttles and fighters, not the larger capital warships.

Basic notes:

All ships are TL 10.
Military ships use Nanocomposite armour, civilian ships use up to Advanced Metallic Laminate armour.

Power plants are Fusion or Antimatter.
The engine of choice for is the Antimatter Plasma torch, although Antimatter Thermal Rockets and Antimatter Plasma Rockets are available.
All ships that are capable of Hyperdrive should install a Stardrive (see below). Fuel is required for stardrives (see below).

All ships should have artificial gravity.

Ships weapons are Particle weapons or Launchers. Launchers use Warp Missile Launchers for space combat, but normal missile launchers are available for ground attack. 1 ph-3 is roughly equal to two 10 MJ particle beams.
I allow ships to mount smaller weapons than their size allows. In this case, use the cost and weapon statistics from the smaller mount, but use the Unistalled value from the larger size.

Items not used:

Cloaking devices. While some experimental models might exist, cloaking devices are not in use.
Force screens and Stasis Web are not in use at all.

Write up:

The only change to the write up is with the Spacecraft Table. For Range, insert the Travel Time Modifier (see below).
Shuttles and fighters are NOT included in the price!

All prices are in cubits, however the price of the spaceship is still the same as that generated in the design process.

Notes:

All sensors are FTL capable without additional cost, space, mass or power. These sensors include FTL communications as no extra cost.

Stardrives:

Stardrives drives are treated as warp drives. Stardrives require fuel. This fuel is the same fuel that the reaction drives use (tylium) and the two drives can share fuel from the same tanks.

A spaceship consumes an amount of fuel equal to 1/6 the amount of fuel in a single fuel tank per centar of travel. For Antimatter thermal rockets this works out to 0.3 mps per centar of travel, while antimatter plasma rockets and antimatter plasma torches use 20 mps per centar of travel.

To calculate the Travel Time Modifer of the ship, add up the amount of stardrives that the ship has and consult the following table.

Travel Time Modifier	Stardrive rating
x0.75	5
x1.00	4
x1.50	3
x2.00	2
x2.25	1

Ships cannot exceed a modifier of x0.75.

Fuel:

While antimatter drives and fusion power plants are used for spaceship construction, all craft actually use Tylium as their fuel and reaction mass. In game terms, all engines use Jet Fuel for fuel, and Tylium should be treated as that substance, with the same cost and weight. Because all drives use the same fuel, all fuel may be used for both the stardrive and manoeuvre drives.

So how much fuel should a spaceship carry? Civilian vessels will generally have three fuel tanks. Using an antimatter plasma torch, this allows them to make a basic hyperspeed journey of 6 centars (at a travel time modifier of x2.00 that makes 120 mps fuel per trip), have some fuel to manoeuvre and then return. Shorter range vessels could lose fuel for a return trip if they are sure that they will be able to refuel at their target destination.

Military vessels will have more. All ships need fuel for their target destination and a return trip. Then they will need fuel to manoeuvre and fight. This means that military vessels need at least 3 fuel tanks - more if the ship is a smaller fighter.

Cylon Spaceships:

In game terms, Cylon ships follow the same rules as Colonial vessels above.
Cylons do not require cabins and bunks for themselves on ships, but they do require space for repair and storage as such. Cylons should be given bunks for all crew, and in addition, a minifac should be bought for every 25 Cylons. This accounts for the repair facilities that they need. Cylons must buy life support for their ships though.

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STARSHIP COMBAT

Spaceship combat is handled as per **GURPS Fourth Edition Spaceships**.

Dodging:

Craft in the **Battlestar Galactica** universe are not that agile. As such, craft of SM +10 or larger may not dodge.

Weapon Damage:

Particle beam weapons are not really particle beam weapons at all, but they are the closest to that resembling the turbo and pulsar lasers found in **Battlestar Galactica**. In practise they do the same damage and function exactly the same, save that they do not do radiation damage. Cylon pulsar lasers do poison the area around the laser generator, but this will not come into play in a space battle.

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SENSORS AND HYPERSPEED

This section on sensors applies only to long range sensors - those used to scan other star systems, and it does not apply to combat situations where sensors are always on and used.

All long-range sensors in Battlestar Galactica are FTL sensors, but they cannot be used while the ship is actually in hyperspeed. This is because the sensors have a time lag of a couple of microns per centar of sensor range.
This is the main limiting factor for hyperspeed travel. A ship can only travel as far as it can see, and if its constantly attempting to outrace its sensors, then this poses a problem. As such, a ship can only travel as far as its initial sensor sweep before entering hyperseed, which is where the sensor range comes in.

Sensors and communications work normally within a star system.

A ships sensor range is measured in centars. This centar range is the same as that found on the astronavigation maps. This range is always as x1 multiplier. A ships sensor range is equal to the Active Sensor and Comm range (page 45) x 0.75 centars (round down, minimum 6 centars). Thus a TL 10 Viper with a level 7 enhanced tactical array has a range of 7 centars.

Basic Sensors:

These sensors only allow voice and data communications over FTL distances, but no visual. They can allow a ship to navigate over FTL distances, but do not allow detailed astronavigation details of another star system save for basic planetary bodies. Ships of any type cannot be detected in other star systems.

Enhanced Sensors:

These allow for much greater detail than basic sensors and also allow for visual communications over FTL distances.

Enhanced sensors give more detailed information about planetary systems, such as planets and moons, and large ships can be detected as well - ships with a SM +14 or larger.

Science sensors give greater detailed about planetary systems - such as atmospheres of major planets, gas clouds, radiation reading etc, but less detail about ships. Ships larger than SM +15 can be detected.

Tactical sensors give greater detail about spaceships within a system, but less detail about the contects of the system. Only basic planetary details are available - amount of planets - but the sensors will detect all ships of SM +12 or larger.

Using sensors:

FTL sensors can only be used in an active way - passive FTL scans do not exist, and in addition the sensors are not on all the time, they must be used as a scan.
Note that sensors work in a line-of-sight way and are blocked by planetary bodies. Most sensors will be able to determine moons and planets through gravity and orbits, but it does allow enemy ships to hide behind planets and thus be invisible to scanning ships.

Communications:

FTL communication between ships or planets has a range equalling the sensor range of the ship. Communications can be broad (sent to anyone within range) or narrow (sent to a single specified target which must be located first).

FTL communications has a time lag of 1 micron per centar range.
FTL communications, like sensors, do not function in hyperspeed.

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STARSHIPS

Civilian Shuttle

The civilain shuttle is effectively a downgraded version of the ever versatile military design which can found all over Colonial space. The main differences include a lack of a ground vehicle, weaker armour and basic sensors, however the design is not intended to enter combat at all, so basic sensors are considered more than adequate. Unlike the military shuttle, the civilian version found be found in all sorts of shapes and sizes and thus the image shown is just one of many found in the hands of the public.

Spacecraft Table

Piloting (Colonial Shuttle)

TL	dst/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	50	-1/5	12	2G/360 mps	300	77.2	+7	2+20SV	5	x2.00	$21.68M

Streamlined, Artifical gravity.
Top air speed is 2,500 mph; Hnd/SR is 1/5.

Systems Table

Front Hull	**System**
[1]	Metallic laminate armour (dDR 5)
[2]	Fuel tank (15 tons, 120 mps)
[3]	Fuel tank (15 tons, 120 mps)
[4]	Cargo (15 tons)
[5]	Cargo (15 tons)
[6]	Cargo (15 tons)

Central Hull	**System**
[1]	Metallic laminate armour (dDR 5)
[2!]	Contragravity lifter
[3]	Passenger seating (20 seats)
[4]	Fuel tank (15 tons, 120 mps)
[5]	Cargo (15 tons)
[6]	Cargo (15 tons)
[Core]	Control room (2 control stations, complexity 8, comm/sensor 6)

Rear Hull	**System**
[1]	Metallic laminate armour (dDR 5)
[2!]	Stardrive (FTL-1)
[3!]	Stardrive (FTL-1)
[4]	Antimatter plasma torch engine (1G acceleration)
[5]	Antimatter plasma torch engine (1G acceleration)
[6]	External clamp
[Core]	Fusion power plant (2 Power Points)

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Light Freighter

The light freighter as listed here is typical of many ships operated by small time merchants within the Colonies. It is fairly slow and in the standard version, unarmed, but it has a sizeable cargo hold and has a small crew requirement of 10.

These ships are modified almost from the word go by their owners, with weapons and other accessories that they deem important.

Spacecraft Table

Piloting (Colonial Large Ship)

TL	dst/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	70	-1/5	13	1G/360 mps	1,000	201.2	+8	12ASV	5	x1.50	$72.7M

Streamlined, Artifical gravity.
Top air speed is 2,500 mph; Hnd/SR is 0/5.
Crew 10x control, 4x technicians, 1x medic, 6x passanger care, 2x hanger.

Systems Table

Front Hull	System
[1]	Light alloy armour (dDR 5)
[2]	Habitat (6 cabins)
[2]	Habitat (6 cabins)
[4]	Cargo (50 tons)
[5]	Cargo (50 tons)
[6]	Cargo (50 tons)
[Core]	Control room (4 control stations, complexity 8, comm/sensor 7)
Central Hull	**System**
[1]	Light alloy armour (dDR 5)
[2!]	Contragravity lifter
[3]	Cargo (50 tons)
[4]	Fuel (50 tons)
[5]	Fuel (50 tons)
[6]	Fuel (50 tons)
Rear Hull	**System**
[1]	Light alloy armour (dDR 5)
[2!]	Stardrive (FTL-1)
[3!]	Stardrive (FTL-1)

[4!]	Stardrive (FTL-1)
[5]	Antimatter plasma torch engine (1G acceleration)
[6]	Engine room
[Core]	Antimatter power plant (3 Power Points)

Armed frieghter

Some freighter captains arm their ships for defence against pirates and the occasional Cylon raid. Colonial law states that freighter captains may only arm their ships with a maximum of two turrets - and these must be properly licensed.

To add weapons, the ship gives up Front Hull [5] and [6] cargo bay and replaces it with Tertiary battery (one turrets with 10 MJ particle beams; 43.5 tons cargo).

Installing turrets increases the cost to $73.1M and the crew requirement by 2. Load decreases by 15.

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STARSHIPS

Small Liner

The small liner is a short ranged passenger ship that allows tourists and passengers to get around the colonies in limited luxury. It is not designed for deep space use but merely travel from one safe port to another. As such, the ship is unarmed and barely armoured enough to cope with the standard hazards of space flight.

The liner is streamlined to allow for atmospheric landings and carries a pair of shuttles to ease space and loading operations. For additional passenger comfort, the ship is equipped with several restaurants, bars and other entertainment centres.

Spacecraft Table

Piloting (Colonial Large Ship)

TL	dst/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	150	-2/5	13	1G/360 mps	10,000	1,118	+10	49+131ASV	7	x1.50	$786.8M

Streamllined, Artifical gravity, Winged.
Top air speed is 2,500 mph; Hnd/SR is 0/5.
Crew 6x control, 10x technicians, 2x medic, 25x passanger care, 6x hanger.

Systems Table

Front Hull	**System**
[1]	Steel armour (dDR 7)
[2-3]	Hanger bay (600 tons)
[4]	Habitat (51 cabins, office, 8 person sickbay)
[5]	Habitat (54 cabins, 3 establishments)
[6]	Habitat (54 cabins, 3 establishments)
[Core]	Control room (6 control stations, complexity 9, comm/sensor 9)

Central Hull	**System**
[1]	Steel armour (dDR 7)
[2!]	Contragravity lifter
[3]	Habitat (60 cabins)
[4]	Cargo (500 tons)
[5]	Fuel tank (500, 120 mps)
[6]	Fuel tank (500, 120 mps)

Rear Hull	**System**
[1]	Steel armour (dDR 7)
[2!]	Stardrive (FTL-1)
[3!]	Stardrive (FTL-1)
[4!]	Stardrive (FTL-1)
[5]	Antimatter plasma torch engine (1G acceleration)
[6]	Fuel tank (500, 120 mps)
[Core]	Antimatter power plant (3 Power Points)

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STARSHIPS

Small Freighter

The small freighter is pretty standard of larger interstellar ships carrying supplies and cargos through the Colonial worlds and beyond. These ships have large cargo holds and also a large shuttle bay, able to accommodate 2 standard shuttles. The holds can be used to carry a variety of cargo types and are frequently modified by their owners to be able to carry either more passengers or specialised cargoes including livestock across the stars. Freighters travelling between civilised worlds within a short distance sometimes remove fuel tankage to allow for greater cargo capacity.

This type of ship is a good representative of that found in the ragtag fleet being protected by the *Galactica* in the Exodus period. The small freighter as listed here is also the Small Freighter from **SFB**.

Spacecraft Table

Piloting (Colonial Large Ship)

TL	dst/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	150	-2/5	13	1G/360 mps	10,000	3,105.4	+10	21+33ASV	7	x2.00	$498.5M

Streamlined, Artifical gravity.
Top air speed is 2,500 mph; Hnd/SR is 0/5.
Crew 10x control, 4x technicians, 1x medic, 6x passanger care, 2x hanger.

Systems Table

Front Hull	System
[1]	Steel armour (dDR 7)
[2-3]	Hanger bay (600 tons)
[4]	Habitat (54 cabins, minifac [fabricator], office, 4 person sickbay)
[5]	Cargo (500 tons)
[6]	Fuel tank (500, 120 mps)
[Core]	Control room (10 control stations, complexity 9, comm/sensor 9)
Central Hull	**System**
[1]	Steel armour (dDR 7)
[2!]	Contragravity lifter
[3]	Cargo (500 tons)
[4]	Cargo (500 tons)
[5]	Cargo (500 tons)

[6]	Cargo (500 tons)

Rear Hull	**System**
[1]	Steel armour (dDR 7)
[2!]	Stardrive (FTL-1)
[3!]	Stardrive (FTL-1)
[4]	Antimatter plasma torch engine (1G acceleration)
[5]	Fuel tank (500, 120 mps)
[6]	Fuel tank (500, 120 mps)
[Core]	Fusion power plant (2 Power Points)

Armed frieghter

Some freighter captains arm their ships for defence against pirates and the occasional Cylon raid. Colonial law states that freighter captains may only arm their ships with a maximum of two turrets - and these must be properly licensed.

To add weapons, the ship gives up Central Hull [3] and [4] cargo bay and replaces it with Secondary battery (two turrets with 10 MJ particle beams; 400 tons cargo).

Installing turrets increases the cost to $502.1M and the crew requirement by 4. Load decreases by 200.

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Colonial *Starhound* Class Viper

The Colonial *Starhound* Class Viper is the current starfighter used by the Colonial fleet. Fast and sleek, the craft is a deadly opponent, especially to its usual foes - the Cylons. The craft has a crew of one, although two people can be squeezed into the cockpit - a passenger can ride in a cramped seat behind the pilot. The Viper is armed with twin turbolasers, although variants are armed with missile racks and heavier weapons. In addition to all this, the craft has turbos, allowing for quick bursts of acceleration or a trip into hyperspeed.

Spacecraft Table

Piloting (Colonial Fighter Craft)

TL	**dst/HP**	**Hnd/SR**	**HT**	**Move**	**LWt.**	**Load**	**SM**	**Occ**	**dDR**	**Range**	**Cost**

10	30	0/4	12	4G/600 mps	100	0.1	+6	1SV	7	x2.00	$10.13M

Streamlined, Artifical gravity, Winged.
Top air speed is 4,300 mph; Hnd/SR is 5/5.

Systems Table

Front Hull	**System**
[1]	Nanocomposite armour (dDR 7)
[2]	Enhanced tactical array (comm/sensor 7)
[3!]	Medium battery (two fixed 10 MJ particle beams)
[4]	Fuel tank (5 tons, 120 mps)
[5]	Fuel tank (5 tons, 120 mps)
[6]	Fuel tank (5 tons, 120 mps)

Central Hull	**System**
[1]	Nanocomposite armour (dDR 7)
[2!]	Contragravity lifter
[3]	Control room (1 control station, complexity 8)
[4]	Fuel tank (5 tons, 120 mps)
[5]	Fuel tank (5 tons, 120 mps)
[6]	Stardrive (FTL-1)
[Core]	Defensive ECM

Rear Hull	**System**
[1]	Nanocomposite armour (dDR 7)
[2!]	Stardrive (FTL-1)
[3!]	Antimatter plasma torch engine (1G acceleration)
[4]	Antimatter plasma torch engine (1G acceleration)
[5]	Antimatter plasma torch engine (1G acceleration)
[6]	Antimatter plasma torch engine (1G acceleration)
[Core]	Fusion power plant (2 Power Points)

Missile Viper

An uncommon - but not rare - version of the Viper, is the missile Viper. Simply put, the craft adds a pair of missile launchers to the front fuselage that will add considerable to its offensive capability. Of course the launchers add additional weight that decreases the range of the craft is considerably, but when used as a non-hyperspeed missile bomber most feel that the benefits outweigh the penalties. The heavier Viper-B *Boa Bomber* actually replaces the missile launcher with an even heavier 24 cm launcher!

Spacecraft Table

Piloting (Colonial Fighter Craft)

TL	dst/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	30	0/4	12	4G/480 mps	100	0.1	+6	1SV	7	x2.00	$11.03M

Streamlined, Artifical gravity, Winged.
Top air speed is 4,300 mph; Hnd/SR is 5/5.

Systems Table

Front Hull	System
[1]	Nanocomposite armour (dDR 7)
[2]	Enhanced tactical array (comm/sensor 7)
[3!]	Medium battery (two fixed 10 MJ particle beams)
[4]	Secondary battery (two fixed 20 cm missile launchers)
[5]	Fuel tank (5 tons, 120 mps)
[6]	Fuel tank (5 tons, 120 mps)
Central Hull	**System**
[1]	Nanocomposite armour (dDR 7)
[2!]	Contragravity lifter
[3]	Control room (1 control station, complexity 8)
[4]	Fuel tank (5 tons, 120 mps)
[5]	Fuel tank (5 tons, 120 mps)
[6]	Stardrive (FTL-1)
[Core]	Defensive ECM
Rear Hull	**System**
[1]	Nanocomposite armour (dDR 7)
[2!]	Stardrive (FTL-1)
[3!]	Antimatter plasma torch engine (1G acceleration)
[4]	Antimatter plasma torch engine (1G acceleration)
[5]	Antimatter plasma torch engine (1G acceleration)
[6]	Antimatter plasma torch engine (1G acceleration)

[Core]	Fusion power plant (2 Power Points)

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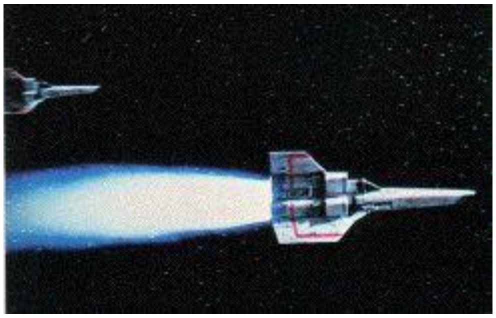
Colonial *Asp* Class Recon Viper



The Colonial *Asp* Class recon Viper is perhaps the ultimate expression of the Viper - very, very fast. Its job is to provide electronic support for the rest of a squadron and to be a forward scout, being the eyes of the fleet. Externally similar to the standard Viper, the *Asp* is loaded with more electronic equipment than a standard Viper, and is much faster. However, all of this comes at a price - the *Asp* is totally unarmed, making those who pilot the craft a very special - and some would say strange - breed of person willing to venture into a combat situation with no weapons.

Spacecraft Table

Piloting (Colonial Fighter Craft)

TL	dst/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	30	0/4	12	5G/600 mps	100	0.1	+6	1SV	7	x2.00	$12.73M

Streamlined, Artifical gravity, Winged.
Top air speed is 5,000 mph; Hnd/SR is 5/5.

Systems Table

Front Hull	System
[1]	Nanocomposite armour (dDR 7)
[2]	Enhanced multipurpose array (comm/sensor 7)
[3]	Fuel tank (5 tons, 120 mps)
[4]	Fuel tank (5 tons, 120 mps)
[5]	Fuel tank (5 tons, 120 mps)
[6]	Fuel tank (5 tons, 120 mps)
Central	**System**

Hull	
[1]	Nanocomposite armour (dDR 7)
[2!]	Contragravity lifter
[3]	Control room (1 control station, complexity 8)
[4]	Fuel tank (5 tons, 120 mps)
[5]	Stardrive (FTL-1)
[6!]	Stardrive (FTL-1)
[Core]	Defensive ECM

Rear Hull	**System**
[1]	Nanocomposite armour (dDR 7)
[2!]	Antimatter plasma torch engine (1G acceleration)
[3!]	Antimatter plasma torch engine (1G acceleration)
[4]	Antimatter plasma torch engine (1G acceleration)
[5]	Antimatter plasma torch engine (1G acceleration)
[6]	Antimatter plasma torch engine (1G acceleration)
[Core]	Fusion power plant (2 Power Points)

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STARSHIPS

Colonial Shuttle

The shuttle is one of the most widely used vessels in the Colonial Fleet. It is used for ferrying passengers and cargo between ships and also down to planets as a majority of the Colonial Fleets vessels are too large to land on planets. Not hideously fast or manoeuvrable, the ship is still a very capable vessel. In its basic configuration, the ship can carry 20 passengers, a landram ground vehicle and still carry some a lot of cargo in its large holds. The ship has a basic crew of 2, and is unarmed. Some variants of the shuttle sacrifice passenger space for an additional 15 tons of cargo.

There are, however, a few variants of the ship, and these are listed below.

Spacecraft Table

Piloting (Colonial Shuttle)

TL	dst/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	50	-1/5	12	2G/360 mps	300	77.3	+7	2+20SV	10	x2.00	$25.33M

Streamlined, Artifical gravity.
Top air speed is 2,500 mph; Hnd/SR is 1/5.

Systems Table

Front Hull	System
[1]	Nanocomposite armour (dDR 10)
[2]	Fuel tank (15 tons, 120 mps)
[3]	Fuel tank (15 tons, 120 mps)
[4]	Fuel tank (15 tons, 120 mps)
[5]	Cargo (15 tons)
[6]	Cargo (15 tons)
Central Hull	**System**
[1]	Nanocomposite armour (dDR 10)
[2!]	Contragravity lifter
[3]	Passenger seating (20 seats)
[4]	Cargo (15 tons)
[5]	Cargo (15 tons)
[6]	Cargo (15 tons)
[Core]	Control room (3 control stations, complexity 8, comm/sensor 6)
Rear Hull	**System**
[1]	Nanocomposite armour (dDR 10)
[2!]	Stardrive (FTL-1)
[3!]	Stardrive (FTL-1)
[4]	Antimatter plasma torch engine (1G acceleration)
[5]	Antimatter plasma torch engine (1G acceleration)
[6]	External clamp
[Core]	Fusion power plant (2 Power Points)

Armed Military Shuttle

The armed shuttle is similar in design and function to the basic shuttle above, but sacrifices some cargo space for the ability to carry two turbo lasers. This design is mainly used on strike raids when commando teams need to be inserted in a hostile area. The weapons may be either fixed forward (in which case they are operated by the pilot), or in a turret allowing for a full field of fire. If turret mounted, they are operated by an operator who sits in the third work station in the cockpit and the copilot.

Spacecraft Table

Piloting (Colonial Shuttle)

TL	dst/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	50	-1/5	12	2G/360 mps	300	74.3	+7	2+20SV	10	x2.00	$25.63M

Streamlined, Artifical gravity.
Top air speed is 2,500 mph; Hnd/SR is 1/5.

Systems Table

Front Hull	System
[1]	Nanocomposite armour (dDR 10)
[2]	Fuel tank (15 tons, 120 mps)
[3]	Fuel tank (15 tons, 120 mps)
[4]	Fuel tank (15 tons, 120 mps)
[5]	Cargo (15 tons)
[6]	Cargo (15 tons)
Central Hull	**System**
[1]	Nanocomposite armour (dDR 10)
[2!]	Contragravity lifter
[3]	Passenger seating (20 seats)
[4!]	Secondary battery (two turrets with 10 MJ particle beam; 13.5 tons cargo)
[5]	Cargo (15 tons)
[6]	Cargo (15 tons)
[Core]	Control room (3 control stations, complexity 8, comm/sensor 6)
Rear Hull	**System**
[1]	Nanocomposite armour (dDR 10)
[2!]	Stardrive (FTL-1)
[3!]	Stardrive (FTL-1)
[4]	Antimatter plasma torch engine (1G acceleration)
[5]	Antimatter plasma torch engine (1G acceleration)
[6]	External clamp
[Core]	Fusion power plant (2 Power Points)

STARSHIPS

Cylon Raider

The Raider is the Cylons poor answer to the Colonial Viper. A slower ship than the Viper, and less manoeuvrable as well, the Raider is still a powerful ship. It contains two pulsar lasers that can destroy Vipers with ease and is of a solid construction. The craft has a crew of three - commander, pilot and gunner, of all whom work together like no human beings can. Unfortunately the craft itself is let down mainly by the quality of the crew who man it, the Cylons have never been great pilots and their sense of tactics is appalling - just lay on the numbers - and this has always resulted in the loss of many of these craft when they enter combat.

Spacecraft Table

Piloting (Cylon Fighter Craft)

TL	dst/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	30	0/4	12	3G/600 mps	100	0.3	+6	3SV	7	x2.00	$9.88M

Streamlined, Artifical gravity, Winged.
Top air speed is 3,500 mph; Hnd/SR is 5/5.

Systems Table

Front Hull	System
[1]	Nanocomposite armour (dDR 7)
[2]	Enhanced tactical array (comm/sensor 7)
[3!]	Medium battery (two fixed 10 MJ particle beams)
[4]	Fuel tank (5 tons, 120 mps)
[5]	Fuel tank (5 tons, 120 mps)
[6]	Fuel tank (5 tons, 120 mps)

Central Hull	System
[1]	Nanocomposite armour (dDR 7)
[2!]	Contragravity lifter
[3]	Control room (1 control station, complexity 8)

[4]	Control room (2 control stations, complexity 8)
[5]	Fuel tank (5 tons, 120 mps)
[6]	Fuel tank (5 tons, 120 mps)
[Core]	Defensive ECM

Rear Hull	**System**
[1]	Nanocomposite armour (dDR 7)
[2!]	Stardrive (FTL-1)
[3!]	Stardrive (FTL-1)
[4]	Antimatter plasma torch engine (1G acceleration)
[5]	Antimatter plasma torch engine (1G acceleration)
[6]	Antimatter plasma torch engine (1G acceleration)
[Core]	Fusion power plant (2 Power Points)

Wraith Raider

The *Wraith* is the uncommon Cylon version of the Colonial *Asp* Recon Viper. Looking very similar to the standard Raider and having a very similar performance, the *Wraith* contains a mass of sensor and electronic warfare equipment. This is used for a variety of purposes, including disrupting communications, painting targets for missiles, seeking hidden enemy ships and more. The big difference between the Cylon and Colonial ships, is that the Cylon ship is armed with pulsar lasers and is expected to fight in addition to its scouting duties. The crew is increased by 1 to include an electronics warfare specialist. Luckily, the Cylons do have not as nearly enough of these ships as they would like and Cylon commanders do not count on having *Wraith* support unlike their Colonial counterparts.

Spacecraft Table

Piloting (Cylon Fighter Craft)

TL	**dst/HP**	**Hnd/SR**	**HT**	**Move**	**LWt.**	**Load**	**SM**	**Occ**	**dDR**	**Range**	**Cost**
10	30	0/4	12	3G/600 mps	100	0.4	+6	4SV	7	x2.00	$10.93M

Streamlined, Artifical gravity, Winged.
Top air speed is 3,500 mph; Hnd/SR is 5/5.

Systems Table

Front Hull	**System**
[1]	Nanocomposite armour (dDR 7)
[2]	Enhanced multipurpose array (comm/sensor 7)
[3!]	Medium battery (two fixed 10 MJ particle beams)
[4]	Fuel tank (5 tons, 120 mps)

[5]	Fuel tank (5 tons, 120 mps)
[6]	Fuel tank (5 tons, 120 mps)

Central Hull	**System**
[1]	Nanocomposite armour (dDR 7)
[2!]	Contragravity lifter
[3]	Control room (2 control stations, complexity 8)
[4]	Control room (2 control stations, complexity 8)
[5]	Fuel tank (5 tons, 120 mps)
[6]	Fuel tank (5 tons, 120 mps)
[Core]	Defensive ECM

Rear Hull	**System**
[1]	Nanocomposite armour (dDR 7)
[2!]	Stardrive (FTL-1)
[3!]	Stardrive (FTL-1)
[4]	Antimatter plasma torch engine (1G acceleration)
[5]	Antimatter plasma torch engine (1G acceleration)
[6]	Antimatter plasma torch engine (1G acceleration)
[Core]	Fusion power plant (2 Power Points)

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STARSHIPS

Cylon Shuttle

Despite being carried on most of the larger capital ships of the Cylon Empire, the shuttle is actually quite a rarely used vessel. Whilst occupying a similar role to the Colonial Shuttle, the Cylons mainly use theirs for cargo transport in safe areas. The prime people mover for the Empire is the Raider and this is used in all normal shuttle situations. For major troop movements the Baseship transport variant is used predominately because of its planetary landing capability and the fact that it is much less vulnerable than a standard shuttle. So the Cylon shuttle is a seldom-used light cargo transport craft. However, unlike the Colonial shuttle, the Cylon variant is armed as standard with a turret mounted turbolaser battery. But, like most Cylon craft, it is slow, heavy and not terribly manoeuvrable.

Spacecraft Table

Piloting (Colonial Shuttle)

TL	dst/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	50	-1/5	12	2G/360 mps	300	117.3	+7	3SV	10	x2.25	$21.0M

Streamlined, Artifical gravity.
Top air speed is 2,500 mph; Hnd/SR is 1/5.

Systems Table

Front Hull	System
[1]	Nanocomposite armour (dDR 10)
[2!]	Secondary battery (two turret 10 MJ particle beams; 12 tons cargo)
[3]	Cargo (15 tons)
[4]	Cargo (15 tons)
[5]	Cargo (15 tons)
[6]	Cargo (15 tons)

Central Hull	System
[1]	Nanocomposite armour (dDR 10)
[2!]	Contragravity lifter
[3]	Cargo (15 tons)
[4]	Cargo (15 tons)
[5]	Cargo (15 tons)
[6]	Fuel tank (15 tons, 120 mps)
[Core]	Control room (3 control stations, complexity 8, comm/sensor 6)

Rear Hull	System
[1]	Nanocomposite armour (dDR 10)
[2!]	Stardrive (FTL-1)
[3!]	Antimatter plasma torch engine (1G acceleration)
[4]	Antimatter plasma torch engine (1G acceleration)
[5]	Fuel tank (15 tons, 120 mps)
[6]	Fuel tank (15 tons, 120 mps)
[Core]	Fusion power plant (1 Power Points)

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Cylon Tanker

The tanker is the primary cargo mover for the Cylon Empire. Whilst called a tanker, and while the primary cargo hauled is indeed fuel, the tanker does transport many types of cargoes, including spare parts, dry goods and more.
The basic version of the tanker does not have much in the way of a defence, having a single flight of Raiders as its sole means of protection, but the Raider flight does provide a flexible means of protection and can also act in a scouting and limited attack role. Variants on the basic tanker do provide additional pulsar laser turrets, but the tanker is not built for combat and needs an escort in any but the safest environments.

If used around its faults, the tanker is a successful design that has been with the Cylon Starforce for a long time, and it looks like it shall remain with it for a time yet to come.

In all versions, the hanger deck can accommodate an additional shuttle. Cost excludes fighters and shuttles. Cabins are not for crew use, but for the rare occurrences when the ship carries passengers.

Spacecraft Table

Piloting (Cylon Large Ship)

TL	dst/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	200	-2/5	13	1G/480 mps	30,000	8,020	+11	51ASV	15/-/15	x1.50	$1,870M

Streamlined Artifical gravity.
Top air speed is 2,500 mph; Hnd/SR is 0/5.
Crew 15x control, 16x technicians, 20x hanger.

Systems Table

Front Hull	System
[1]	Light alloy armour (dDR 15)
[2-3]	Hanger bay (2,000 tons)
[4]	Habitat (57 cabins, 3x minifac [robofac]; 700 tons cargo)
[5]	Fuel tank (1,500, 120 mps)
[6]	Fuel tank (1,500, 120 mps)
[Core]	Control room (15 control stations, complexity 9, comm/sensor 10)

Central Hull	**System**
[1!]	Contragravity lifter
[2]	Fuel tank (1,500, 120 mps)
[3]	Cargo (1,500 tons)
[4]	Cargo (1,500 tons)
[5]	Cargo (1,500 tons)
[6]	Cargo (1,500 tons)

Rear Hull	**System**
[1]	Light alloy armour (dDR 15)
[2!]	Stardrive (FTL-1)
[3!]	Stardrive (FTL-1)
[4!]	Stardrive (FTL-1)
[5]	Antimatter plasma torch engine (1G acceleration)
[6]	Fuel tank (500, 120 mps)
[Core]	Antimatter power plant (4 Power Points)

Armed Tanker

Not so much a variant, but an addition the standard or fighter-less tankers. The armed tanker simply adds a couple of pulsar laser turrets with energy banks for all round defence. These turrets provide minimal defence at most against a determined attacker, but in tightly space convoys, the firepower from several tankers can provide a spirited defence against a lightly armed attacking force.

Replace Central [3] and [4] Cargo with Tertiary battery (two turret 10 MJ particle beams; 1,400 tons cargo). Cost increases by $0.8M and adds 4x gunnery crew.

Fighter-less Tanker

The fighter-less tanker is simply that, a variant that increases the cargo holds of the ship by removing the fighter bays, although the shuttle bay is still present. Mainly used in safe areas as without the fighters, the craft is now totally defenceless, which obviously is not a good idea in a war zone.

Replace Front [2] Hanger bay with Cargo (1,500 tons). Cost drops by $3M. Hanger crew drops to 9.

Fighter-carrier

The fighter carrier removes a lot of the cargo area of the standard tanker and increases the Raider complement. A much liked variant as the additional Raiders provide a much better defence against attackers. In addition, the tanker can act as a small raiding force in its own right (although despite the beefed up defences of the tanker, it is still not a comba weapon on its own). These craft are usually added to normal convoys to provide some escort, and can be seen more frequently on the rim of Cylon space where additional protection is usually required against the marauders and pirates encroaching on Cylon space.

Spacecraft Table

Piloting (Cylon Large Ship)

TL	dst/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	200	-2/5	13	1G/480 mps	30,000	10,228	+11	75ASV	15/-/15	x1.50	$1,877.8M

Streamlined Artifical gravity.
Top air speed is 2,500 mph; Hnd/SR is 0/5.
Crew 15x control, 4x gunners, 16x technicians, 42x hanger.

Systems Table

Front Hull	System
[1]	Light alloy armour (dDR 15)
[2-3]	Hanger bay (2,000 tons)
[4]	Habitat (80 cabins, 4x minifac [robofac]; 420 tons cargo)
[5]	Fuel tank (1,500, 120 mps)
[6]	Fuel tank (1,500, 120 mps)
[Core]	Control room (15 control stations, complexity 9, comm/sensor 10)

Central Hull	System
[1!]	Contragravity lifter
[2]	Fuel tank (1,500, 120 mps)
[3!]	Tertiary battery (two turret 10 MJ particle beams; 1,400 tons cargo)
[4!]	Tertiary battery (two turret 10 MJ particle beams; 1,400 tons cargo)
[5-6]	Hanger bay (2,000 tons)

Rear Hull	System
[1]	Light alloy armour (dDR 15)
[2!]	Stardrive (FTL-1)
[3!]	Stardrive (FTL-1)
[4!]	Stardrive (FTL-1)

[5]	Antimatter plasma torch engine (1G acceleration)
[6]	Fuel tank (500, 120 mps)
[Core]	Antimatter power plant (4 Power Points)

Q-Tanker

The Q-Tanker is a specially designed variant. Externally, it looks exactly like an unarmed tanker, and indeed, it usually travels hidden amongst convoys or lying as bait in remote areas of space looking like an easy target. However, when an attacker gets close, multiple turrets pop out of the hull and the increased Raider force (the Q-Tanker usually carries 2 Raider flights and 1 shuttle) launches to attack the (hopefully) surprised attacked. In addition, the Q-Tanker contains two large pulsar lasers at the front of the craft to make this ship a threat against larger targets, and increased armour and more powerful engines enable the vessel to have a longer life span. These craft are not too common so as to continue to seed doubt in the enemies mind as to whether their target is in fact a normal tanker, but the destruction rate of these ships is high.

Spacecraft Table

Piloting (Cylon Large Ship)

TL	dst/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	200	-2/5	13	2G/480 mps	30,000	4,154	+11	58ASV	20	x1.50	$2,032.4M

Streamlined Artifical gravity.
Top air speed is 3,500 mph; Hnd/SR is 0/5.
Crew 15x control, 11x gunners, 16x technicians, 22x hanger.

Systems Table

Front Hull	System
[1]	Metallic laminate armour (dDR 20)
[2]	Fuel tank (1,500, 120 mps)
[3!]	Medium battery (two fixed 3 GJ particle beams; 500 tons cargo)
[4]	Habitat (60 cabins, 3x minifac [robofac], 685 tons cargo)
[5]	Fuel tank (1,500, 120 mps)
[6]	Fuel tank (1,500, 120 mps)
[Core]	Control room (15 control stations, complexity 9, comm/sensor 10)

Central Hull	System
[1]	Metallic laminate armour (dDR 20)
[2!]	Contragravity lifter

[3!]	Tertiary battery (eight turret 10 MJ particle beams; 1,100 tons cargo)
[4]	Fuel tank (1,500, 120 mps)
[5-6]	Hanger bay (2,000 tons)

Rear Hull	**System**
[1]	Metallic laminate armour (dDR 20)
[2!]	Stardrive (FTL-1)
[3!]	Stardrive (FTL-1)
[4!]	Stardrive (FTL-1)
[5]	Antimatter plasma torch engine (1G acceleration)
[6]	Antimatter plasma torch engine (1G acceleration)
[Core]	Antimatter power plant (4 Power Points)

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PSIONICS

Psionics do exist in the Colonies and with some alien races. Those alien species able to use psionics to any degree will be listed in the relevant alien race section. If psionics are not listed for a race, then assume that they cannot use them.

In the Colonies, psionics are rare. While it is true that everyone has the potential to use psionics, the human race is not yet advanced or mature enough for an individual to simply start using their latent powers. As a result, to be able to use psionics, a person has to be trained. The military occasionally runs secret training and experiments with volunteers, and sometimes civilian groups will try and develop psionic powers for scientific purposes. There are no dedicated psionic institutes or organisations though, and the actual number of people who have had their powers discovered is only a tiny fraction of the population. Military organisations and personnel who have psionic training tend to keep that fact secret.

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To be able to apply for psionics, a character must purchase the Unusual Background advantage (at 10 points) and give a reason as to how and why they were selected for psionic training.

Once bought, a character is then able to purchase the full range of psionic abilities from the basic **GURPS Prime Directive** rulebook. Telecommunication and Telekinesis are the most common of the psionic abilities known to man, but others are certainly possible. When selecting from the advantage list, use the Mental/Exotic advantages of: Detect, Mind Control, Mind Probe, Mind Reading, Mind Shield, Mind Link, Telecommunication and Telekinesis.

Gamesmasters are advised to avoid psionic powers that interact with computers and robots though.

Limitations can be bought for psionic skills as normal, however the Uncontrollable limitation should be avoided. Colonial psionic powers do not come with Pside Effects though.

*This section will be updated with the future release of **GURPS Federation**.*

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BASIC CYLON NOTES

Cylons are a race of robotic beings that believe themselves to be the caretakers of the universe, making sure that it is kept in order. Their order. They are not necessarily evil, but they are extreme and thorough. If they come across a race or species that defies their ideals of order, then that race must be removed from the galaxy. And removed permanently. There is no malice or hatred involved.

A full discussion of the Cylon race can be found here.

Being robots, various things that will effect other races do not effect Cylons, and the following is a list of such things.

- Not effected by gaseous weapons
- Not effected by Fright Checks
- Not effected by weapons which only effect organic matter
- Not effected by being in a vacuum
- Not effected by endurance. They slow only when their batteries run down.
- Do not feel pain at all
- Cylons are automatically disabled (destroyed) at 0 hits.
- In combat, Shock or Stun effects do not effect Cylons.
- They are not effected by Psionic abilities that effect a living brain (no mind melds, telepathy, mental blasts etc). Only psionics that directly effect computers will effect Cylons.
- Cylons do not swim.
- Not effected by stun settings of weapons.
- Not effected by diseases, poisons or pollutants.
- Any dodge by a Cylon is at half value. Centurions do not usually bother.

However, Cylons can be fooled like humans. Their senses are generally like a humans, although they can sense emotions in living beings (mainly through interpretation of factors like heart beats, watering eyes, pulse levels and the like), and while they may be experts of logic and have solid computer brains, a human can still beat them in card games.

The skill Leadership has no meaning for Cylons. Cylons are programmed to obey, and it is only the IL Series or Citizens who will even think about not carrying about an order given to them. Cylons obey the chain of command.

- Silver Centurions will obey all other Cylons save Drones.
- Citizens will obey all but Drone and Silver Centurions, but in times of combat, they will obey Centurions.
- Gold Cylons command Centurions, Citizens and Drones.
- The IL Series of Cylon can command all other Cylons. Depending on their current duties though, they may or may not defer to Gold Centurions in combat situations.
- imperious Leader sits at the top of the food chain. He commands all other Cylons and they obey.

Naming:

Not all Cylons have names. Drones do not have names, just numbers. Centurions also do not have names, although if they have any rank it will be followed by their number/designation.

First Centurions, citizens and IL Cylons do have names. These can be as varied as Colonial names, but tend to be drawn from the darker side of mythology. Imperious Leader loses his name when he takes the title Imperious Leader.

Sample names from the series include:
Lucifer, Spectre, Vulpa

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DRONES

Drones are on the lowest rung in the Cylon order. They have the least initiative of any Cylon (i.e., none), and are basically mindless automatons that do all the dirty jobs round Cylon society. They look a lot like citizens, but are never confused for them. Their brain capacity holds just information for their current task and to receive orders, and if something unexpected should occur, they will either stop and wait for new orders, or continue on their current task. Their combat ability is nil.

Generally hidden away from Cylon culture, the drones do the manual labouring, city refuse clearing and tasks similar. On no account do they do jobs that require skill and will never be found on starships (save as cargo) or in military garrisons. In effect, they can be treated as slaves, although ones that will never falter, answer back or disobey.

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ST: 16 **DX:** 7 **IQ:** 5 **HT:** 15
DR 10, Damage 1d6+1/2d6+2, BL 51 lbs., HP 15, Per 5.
Move 5, Speed 4

Advantages/Disadvantages: Reputation (-4 vs all Colonials, all the time), Improved G-Tolerance (1G), Dark Vision

Skills: Skills depend entirely on the task at hand and drones will be programmed with relevant skills when needed. Skill levels are not high, no more than 11. Combat skills are non-existant.

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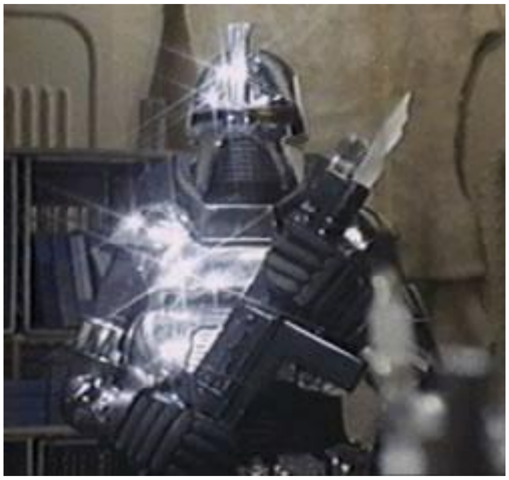
SILVER CENTURIONS



Silver Centurions are the standard foot solder and fighter pilot of the Cylon Empire. Standing around 2 metrons in height (although this varies) and weighing around 350 lbs., they are encased in shining armour that protects their valuable internal components and single electronic brain.

A Centurion will obey orders from a higher-ranking Cylon without question and without thought of their own safety. The Centurion will not answer back or disobey any orders - it is just not within their programming to do so. A Centurion will however, question orders if it believes that it has information that its superiors do not possess, but it will never push this questioning and will not let it interfere with its orders and goals.

A Centurion is severely lacking in initiative, tending to shoot first and ask questions later (if ordered to) if it does not understand a situation.

Standard equipment for a Centurion is a laser rifle, short sword and bayonet.

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ST: 15 **DX:** 8 **IQ:** 10 **HT:** 16
DR 20, Damage 1d6+1/2d6+1, BL 45 lbs., HP 16, Per 10.
Move 5, Speed 5

Advantages/Disadvantages: Reputation (-4 vs all Colonials, all the time), Improved G-Tolerance (1G), Dark Vision

Skills: Armoury (Cylon Beam Weapons) 10, Beam weapons (Laser) 13, Brawling 12, Broadsword 13, Computer Operation 12, Demolition 10, Diagnose 10, Gunner (Cylon Fighter Beam Weapons) 13, Intimidation 12, Interrogation 11, Knife 13, Mechanic 10, Navigation 10, Piloting (Cylon Fighter craft) 13, Spear 12, Tracking 10

Additional skills can be added as the gamesmaster sees fit, after all, Centurions are the prime military personnel of all bases and spaceships and thus may need additional skills, such as Astrogation, Engineering and Traffic Analysis, and possible Cryptoanalysis for Baseship operations.

Notes:

Silver Centurions are right handed.

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GOLD CENTURIONS

Gold Centurions - or First Centurions - are military command Cylons. Their sole purpose is to command Centurions into battle, although they do not tend to lead from the front. In fact, a Gold Centurion will rarely enter combat at all unless they absolutely have to. This is not due to any form of cowardice at all, it is just that they are needed to command the overall strategy of Cylons they command, and with their loss their troops will not receive new orders until a replacement appears. They are much superior to silver Centurions, having better skills and reactions and able to see the larger picture in battle and having some sort of ability with regards to tactics, although they still favour numbers over complex plans.

It takes one First Centurion to command a Baseship or ground garrison of troops, and unless there are special circumstances, there will not be more than one First Centurion present.

Standard equipment for a First Centurion depends on their preference, but most carry a short sword and either a laser pistol or rifle.

GURPS: BATTLESTAR GALACTICA

ST: 18 **DX:** 9 **IQ:** 11 **HT:** 18
DR 20, Damage 1d6+1/3d6, BL 65 lbs., HP 18, Per 12.
Move 5, Speed 5.5

Advantages/Disadvantages: Reputation (-4 vs all Colonials, all the time), Improved G-Tolerance (1G), Dark Vision

Skills: Armoury (Cylon Beam Weapons) 10, Beam weapons (Laser) 15, Brawling 15, Broadsword 15, Computer Operation 13, Demolition 10, Detect Lies 10, Diagnose 10, Gunner (Cylon Fighter Beam Weapons) 15, Intimidation 13, Interrogation 13, Knife 15, Mechanic 10, Navigation 13, Piloting (Cylon Fighter craft) 15, Spear 15, Strategy 11, Tactics 11, Tracking 10

CYLON CITIZEN

Citizens are the basic unit of society. They are the creators, the workers, the artisans and the life blood of the Cylon Empire. They are not drones in the conventional sense - each citizen has more imagination and initiative that a standard Centurion warrior - but they are not built for combat and will rarely be found on military bases and garrisons. Citizens have one or two brains, although the twin brained citizens are rarely seen outside of science centres. Citizens fulfil all the normal jobs that can be found in Colonial life - administration, makers and the like, although there are some roles that a citizen will never be found doing - that of being an athlete, a policeman or a poet. Physical sports have no meaning in Cylon society, the Centurions do police work - although there is hardly any crime in the Empire, and what there is, is mainly crime of ambition. Poetry and art are done by punishment and no Cylon will voluntarily do them. Cylon society is ordered and one will not find any words of discontent or protest there.

Citizens do have variation amongst their looks. Their voice modulations are different, and they can wear differing styles of clothing.

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ST: 12 **DX:** 10 **IQ:** 11 **HT:** 14
Twin brained Citizens have an **IQ:** 13.
DR 15, Damage 1d6-1/1d6+2, BL 29 lbs., HP 14, Per 11.
Move 5, Speed 5.5

Advantages/Disadvantages: Reputation (-4 vs all Colonials, all the time), Improved G-Tolerance (1G), Dark Vision

Skills: A Citizens skills are defined by what role the Cylon is supposed to be doing, much like a Colonial Designation. Their combat skills are limited to Beam Weapons (Laser) 12, Brawling 12. Other skills and their levels vary but can include Computer Ops and Mechanics (minimum levels of 12) as standard.

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IL SERIES

The IL Series of Cylon are the true thinkers and doers of the Empire. They alone have true initiative, some imagination and the ability to think on their feet - and relatively quickly too. They have a sense of worth and will not needlessly sacrifice themselves should the situation warrant it. In civilian duty, they are the great scientists, politicians and nobles of Cylon society. In military duty, they are every bit as capable as First Centurions and can be found advising them, leading them or leading a Basehip or garrison on their own.

They are probably the most dangerous of all Cylons.

Standard equipment depends solely on whatever the IL Series wishes. ILs do not tend to engage in combat whenever possible and so do not routinely carry weapons.

GURPS: BATTLESTAR GALACTICA

ST: 15 **DX:** 10 **IQ:** 14 **HT:** 16
DR 15, Damage 1d6+1/2d6+1, BL 45 lbs., HP 16, Per 14.
Move 5, Speed 6

Advantages/Disadvantages: Reputation (-4 vs all Colonials, all the time), Improved G-Tolerance (1G), Dark Vision

Skills: An IL Series has skills equal to a First Centurion, but usually has more of them, and sometimes greater values as well. No two IL series are identical and they do learn from their mistakes. As a result, the following should be considered an average, but feel free to tweak as desired. It is possible for an IL series to not have such high combat skills, instead concentrating on the sciences.

Area Knowledge (Cylon) 15, Armoury (Cylon Beam Weapons) 10, Astrogation 14, Beam weapons (Laser) 15, Brawling 15, Broadsword 15, Computer Programming 13, Computer Operation 13, Cryptoanalysis 13, Demolition 10, Detect Lies 10, Diagnose 10, Gunner (Cylon Fighter Beam Weapons) 15, Intimidation 13, Interrogation 13, Knife 15, Mechanic 13, Navigation 13, Piloting (Cylon Fighter craft) 15, Research 13, Savoir Faire (Cylon) 15, Spear 15, Strategy 11, Tactics 11, Tracking 10

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IMPERIOUS LEADER

Imperious Leader is the supreme commander and ruler of the Cylon Empire. His word is law and everyone obeys without question.

The Leader was once an IL Series Cylon, and with their elevated rank and position, the IL Cylon gains possession of the third brain. This enables the Leader to now have access to all knowledge in the Cylon Empire, all history, all science, and in addition, it allows the Cylon to have emotions and feelings. This is essential as it allows the Cylon to learn and to understand. However, the Imperious Leader is still a Cylon and thus they have full control over these emotions and whether or not to switch them off. They are in control, not the emotions. This is very useful as most Cylons when they get to be Imperious Leader do not understand what they are and why they are present. When they get to use them, most dislike that aspect as well.

An Imperious Leader serves for 75 yahrens before choosing their successor and then stepping down. During that time though, they are devoted to the improvement of the Cylon Empire. Personal goals are now forgotten as that goal has now been achieved with the appointment to Imperious Leader.

The Imperious Leader rarely takes to the frontlines, and when they do, it is with a full complement of the best Centurions that the Empire has to offer. A Leaders place is to govern and rule, not fight, however, not all Leaders see this and let their emotions get the better of them. Not many Leaders survive their term of 75 yahrens.

An interesting facet of the Imperious Leader is that with their appointment to the role, they gain the third brain and also an appearance change. This change makes the Leader now resemble one of the original reptilian Cylons who no longer exist. Why this is so is unknown.

No skills or stats are listed for the Imperious Leader as they not someone who should really be encountered. However, if they are needed, use the basic stats from the IL Series Cylon, and then up the non-combat skills. Pretty much any skill can be given to the Imperious Leader as they have an unlimited access link to the Information Network, but they do not usually have additional combat or physical skills (Centurions fight).

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INTERGRATION WITH SFB AND FCS

There may come times when you may wish your characters to interact with starship combat using either StarFleet Battles or the Fleet Combat System. If you do, then this section is for you.

If you are using one of the alternate starship combat systems, then consult the various notes there for integration with that system.

StarFleet Battles:

Proper rules for this in the **Prime Directive** rulebook, section [8] page 164.

However, not all characters may conform to the standard templates given, and thus it may be necessary to know where characters are in case they are in a section that gets hit.

Movement through a large ship should be done via boarding party movement (one section per **SFB** turn), and at the end of each turn the character should select which box on the SSD they are in, or if just passing through, then a hull box will be the selected box (if one is present). If this box is then damaged or destroyed, the character should take 3d6 crushing damage. This represents the various section of the ship being blown apart - just like in the series, with girders falling down, people being thrown around the room and falling over consoles and the like.

Obviously you will have to use common sense as to the placement of the characters when in a combat situation. Bridge crew (pilots, astrogators, sensor operators, the Captain) will all be on the bridge, although the Captain may move off. Warriors will be around the flight decks. Medics will be either in the life station or out tending the wounded. All crew have a part to play, and there are strict disciplinary measures for those who abandon their posts.

If in a smaller ship (such as a fighter or shuttle), then there really is not anywhere for a person to run to, and similarly nowhere for an explosion to vent to. Thus if the station where the character is in is hit, then the damage is 6d6 crushing.

Gamesmasters may allow vacc suit skill rolls, DX success rolls, or simply luck rolls for characters to escape from a doomed vessel.

Fleet Combat System:

Due to the scales of the games involved, there is not actually a lot that can be combined between the two systems of **GURPS** and the **FCS**.

The only skills that will have much bearing at this scale are Strategy and Piloting (Fighter craft).

Strategy and Initiative:

At the beginning of each turn, the commanders of each fleet should make a strategy contest of skills roll. Whomever wins has initiative for that turn.

Piloting (Fighter craft):

This skill only comes into play if the character is piloting a fighter in a flight that has just been destroyed. If this is the case, then the character should make a piloting skill roll.

On a critical failure, the character and their craft were destroyed.
on a failure, the character is okay, but their craft is severely damaged. Whomever wins the overall fight will be able to retrieve the character, but the fighter itself will not be able to leave the fight under its own power.
On a success, the fighter is damaged, but the character is fine. The craft will be able to leave the battle under its own power and even be able to jump away.
On a critical success, the craft and the pilot are fine, no damage having been sustained.

If a ship (save a fighter or shuttle) is destroyed that is carrying characters, then the gamesmaster may allow a success roll vs. DX to see if the character got to a rescue pod or shuttle in time.

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DESIGNERS NOTES

This new version uses GURPS Fourth Edition, or more specifically, GURPS Prime Directive Fourth Edition as it is basic set of rules. I chose the **GURPS** route because it has an awful lot of support for it, and because in the online poll I had running for a while, it was the system that most people voted for. Besides, I dislike the **D20** System and thus would not have used that anyway. Actually, I dislike **GURPS** too if I am honest, I am much more of a **HERO System** person myself.

I choose **GPD** more specifically for several reasons. **GPD** is based on the GURPS Lite system which, while completely compatible with **GURPS**, is a cut down and slightly simpler version of the rules, which works for me because I see no need for any system to have to have many core rulebooks. Also I am not a huge fan of the sheer detail that **GURPS** fans demand of the rules for vehicles and spaceships, so any attempt to make that area lite works for me. Because this website is generally geared up for use with the StarFleet Battles Universe its helps that **GPD** contains rules for integrating characters into **SFB** and is thus very useful.

What you will find here then, is a set of rules and guidelines to allow you to create and play characters and adventures in my take of the **BSG** Universe. you will find rules for character generation, aliens, equipment and all the normal things you would expect from a role-playing supplement. What you will not find though, is a huge amount of starship conversions from **SFB** to **GURPS**. I have assumed that generally if you want to employ starship combat, you will use the rules from **SFB** and this site.

Yes, **SFB** can be a vast and complicated game, and this can be off-putting for some people. However, my conversion of the rules discards an awful lot of those rules and all of the races, and thus generally all you really need to play is the **Cadets Manual** which is a much reduced set of rules at a very cheap price. If you like that, then you might consider upgrading to the full set of rules, but there is no real need to. Just ignore anything on this site that you do not have rules for.

At the end of the day though, you're out there to have fun and hopefully not to be run down with rules and detailed statistics on things. And if this site helps you to achieve that aim, then I have succeeded. Enjoy.

Equipment Design:

Most of the equipment and vehicles has been designed using GURPS Vehicles 2nd Edition and fudged when necessary (such as weights to be the same as the props and costs to fall in line with the rest of the equipment).

When updated vehicle rules appear, then the vehicle section will be updated as well.

Scales/Times and GURPS:

There is one area where **GURPS** and **Battlestar Galactica** are always going to be incompatible. **Battlestar Galactica** uses the metric system of metres, kilometres and kilograms for measurements and weights. **GURPS** uses the older Imperial system of feet, miles and pounds. Unfortunately this was a problem. If I stuck with **GURPS** then it makes all the **BSG** words incorrect - a metron, which should be a metre, suddenly loses it is meaning and becomes slightly less than that. However, if I stick with the **BSG** Universe, then suddenly players of **GURPS** have to do a bit of conversion.

I have therefore decided to use **BSG** values for everything save for pounds weight. Every other measurement (like time values and distance) have been converted into **BSG** values. This makes it simple to use what we already have established in **BSG**, and thus preserve the background. Pound weights have been left because, well, everything in **GURPS** basically uses that value. While a yard is almost identical to a metron, a pound is not quite a laxar. Speeds have also been left in miles per hour just for convenience.

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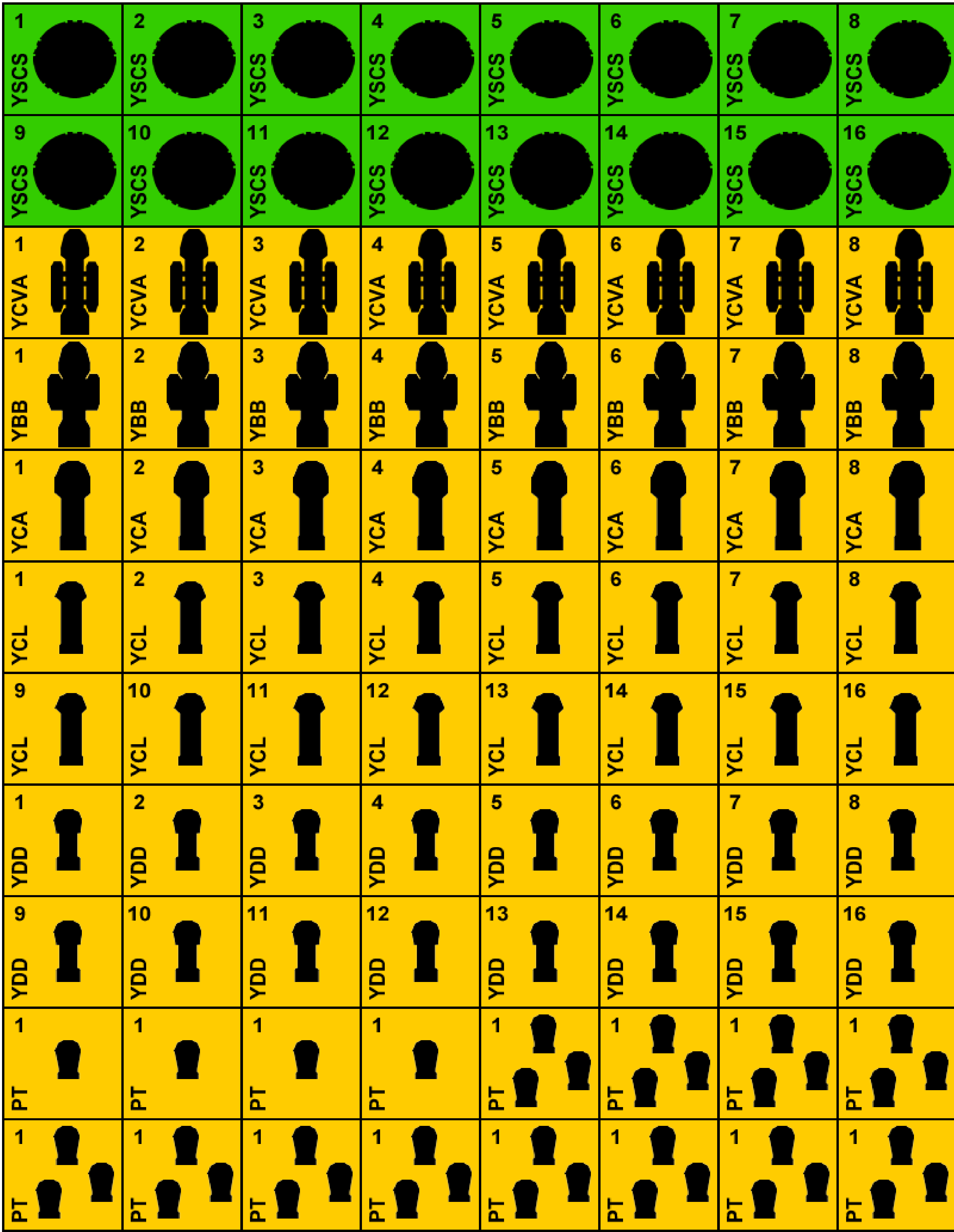
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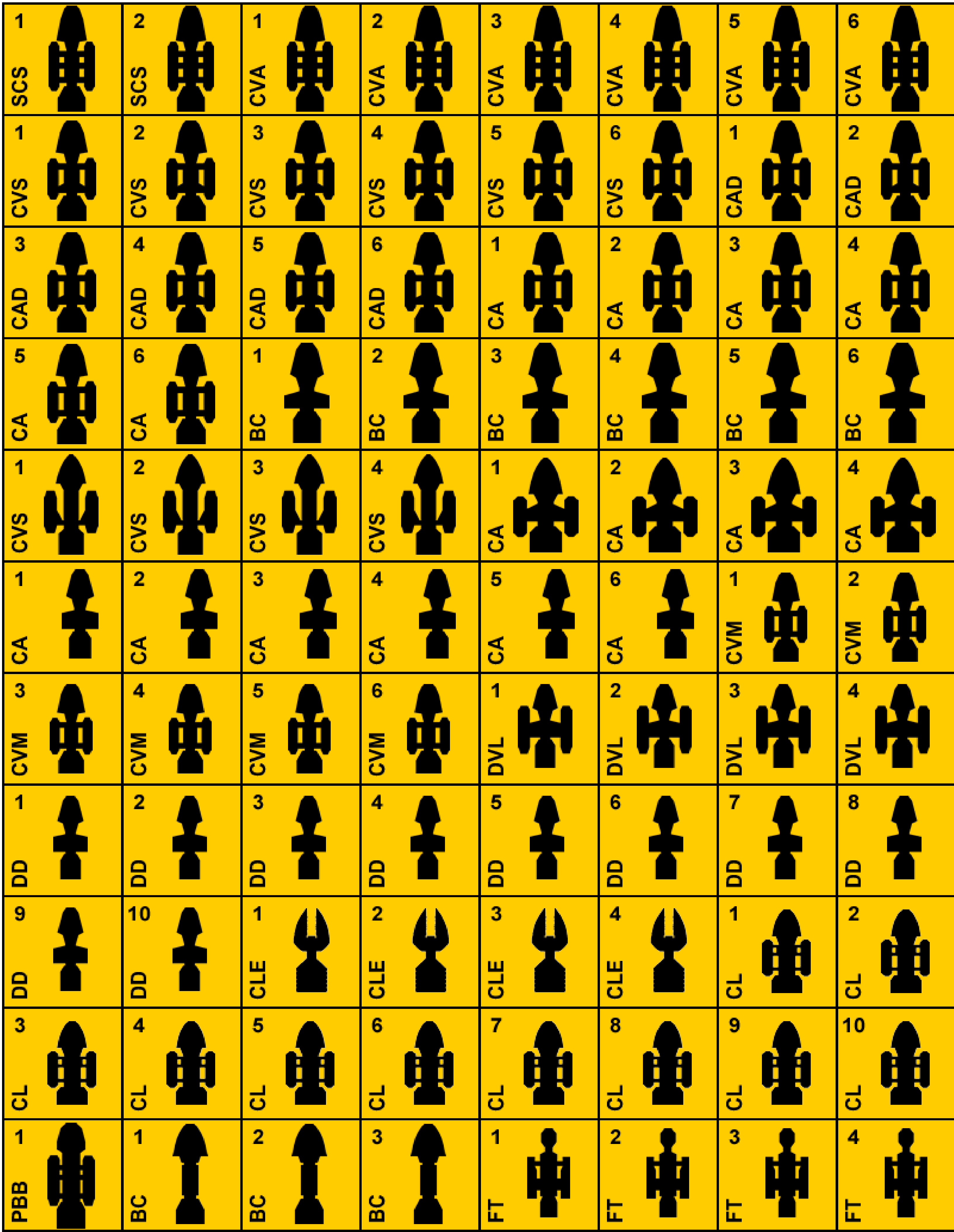
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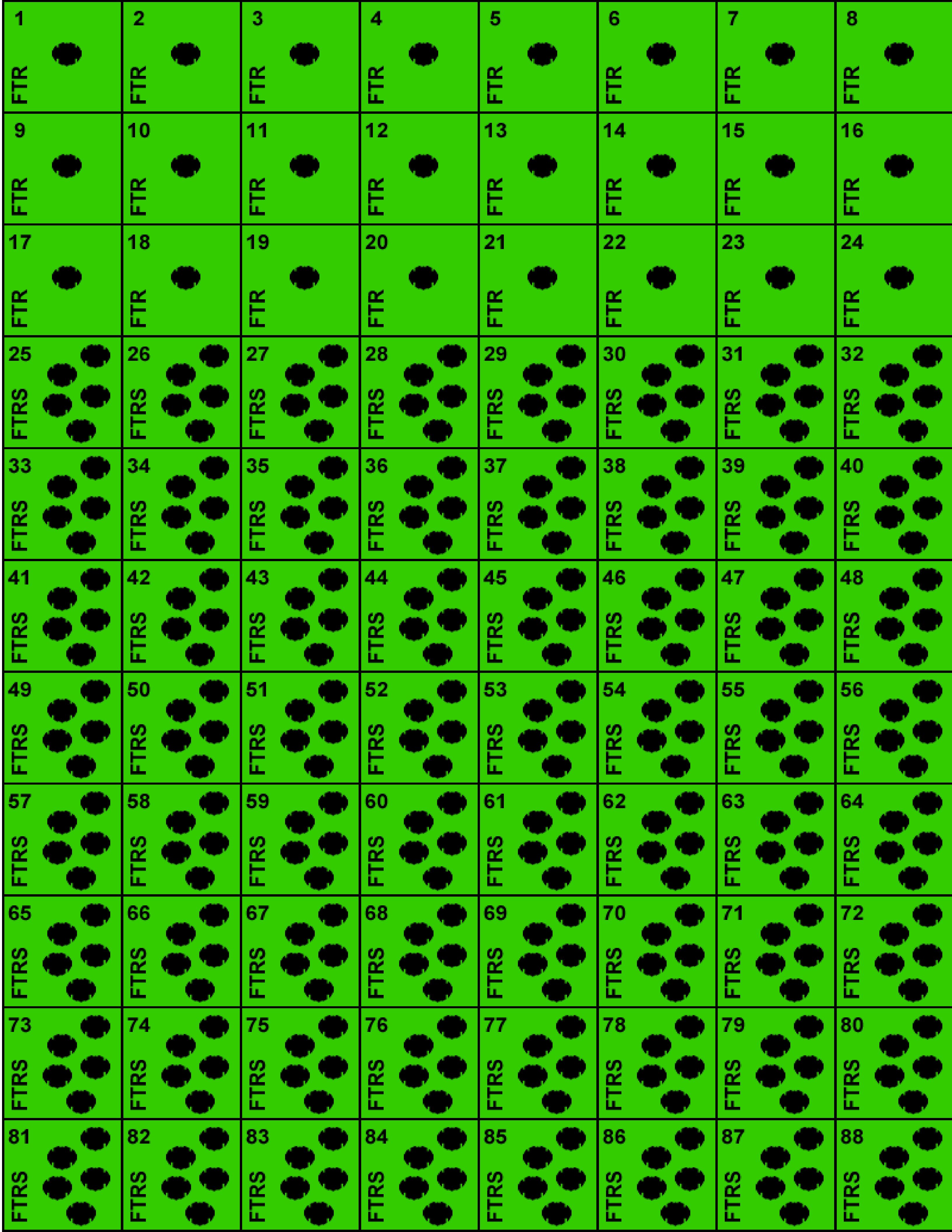

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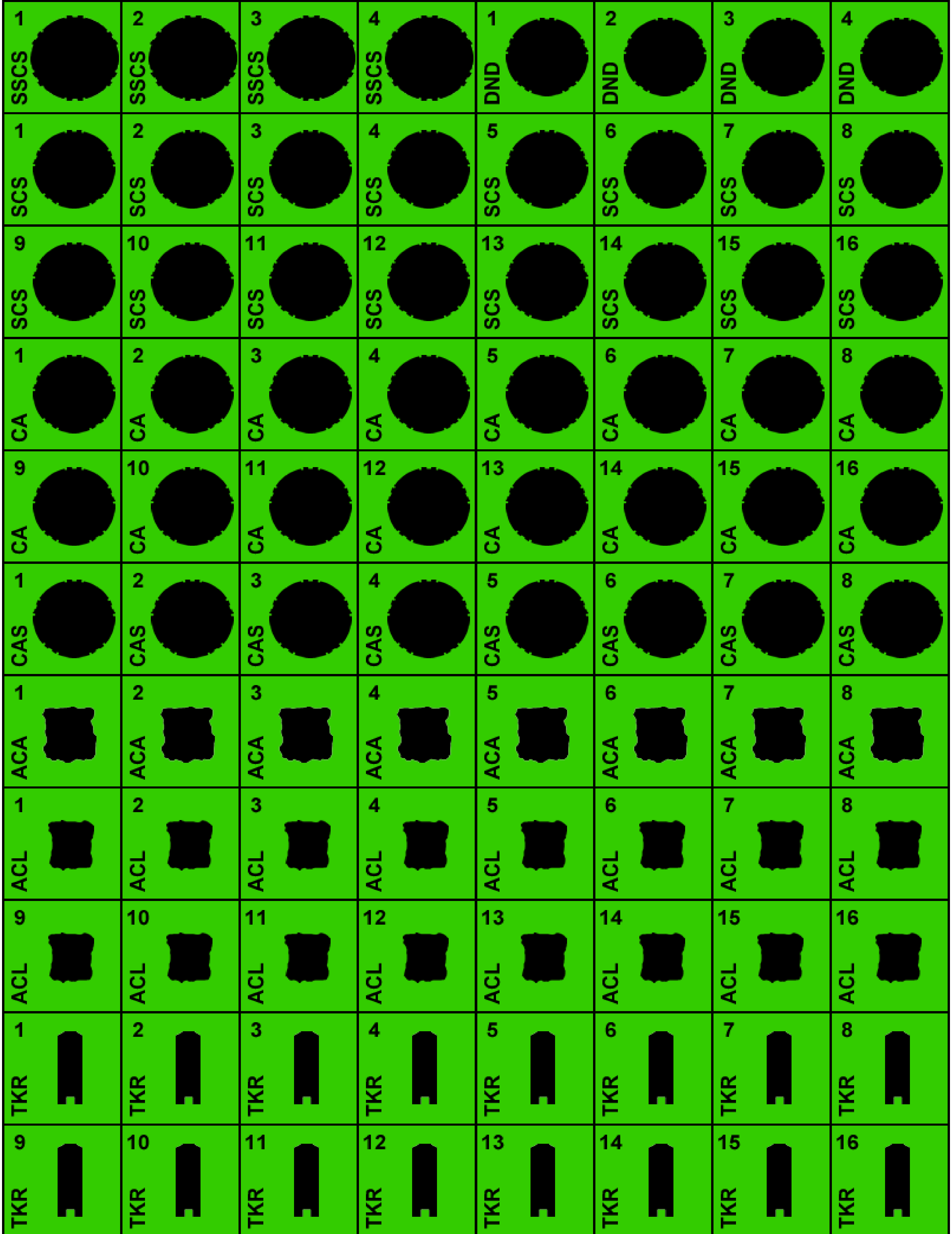

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Missile	Missile	Missile	Missile	Missile	Missile	Missile	Missile
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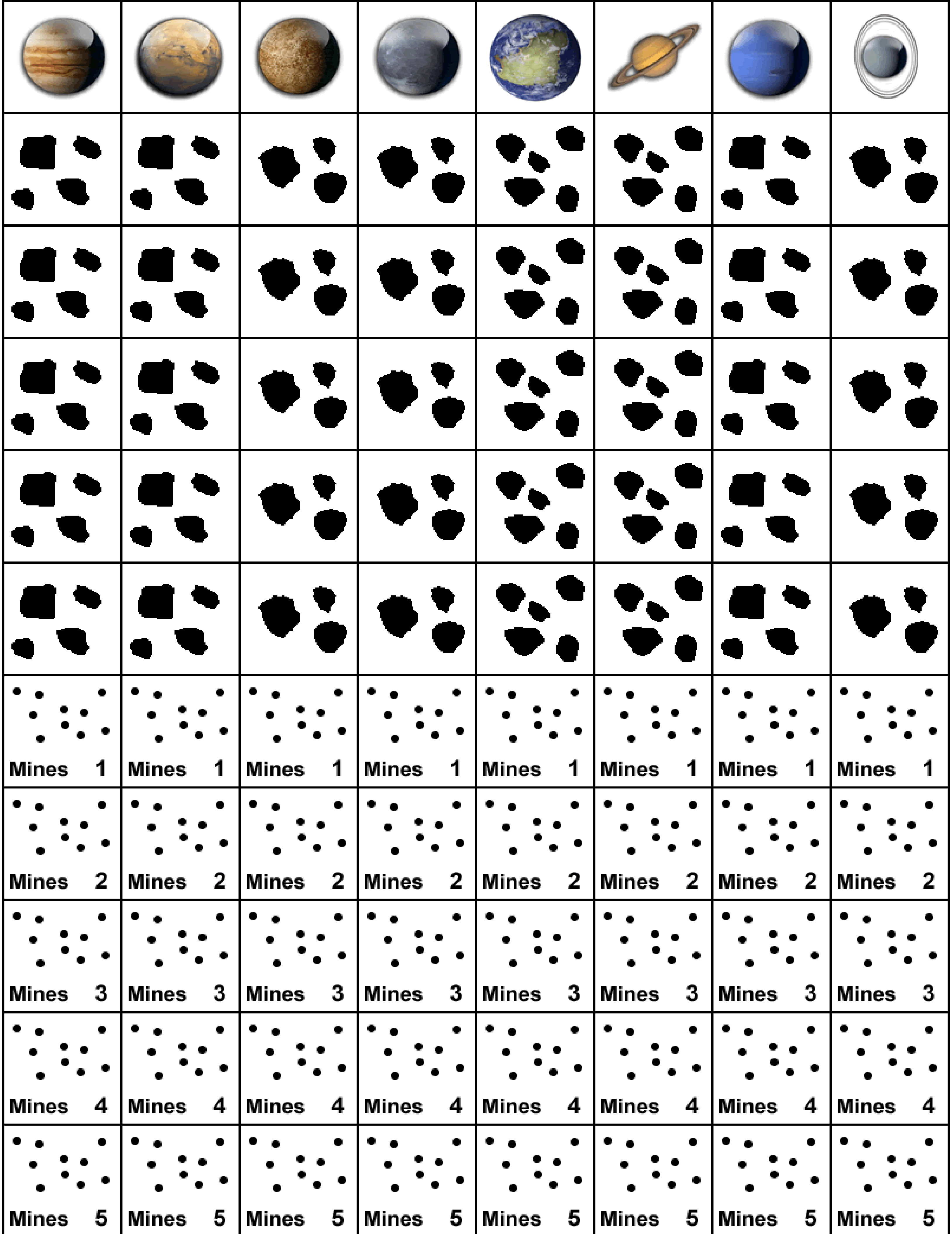
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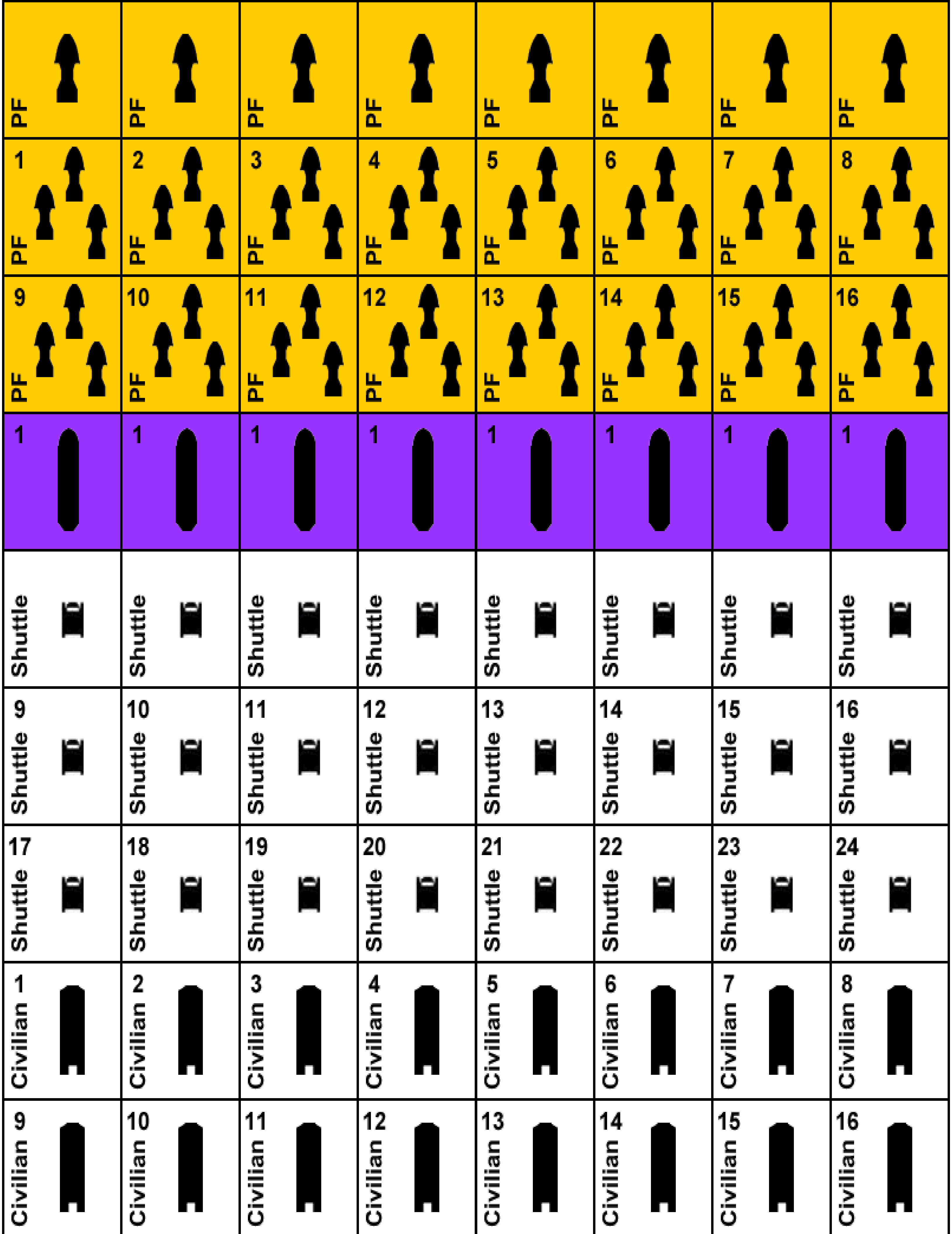
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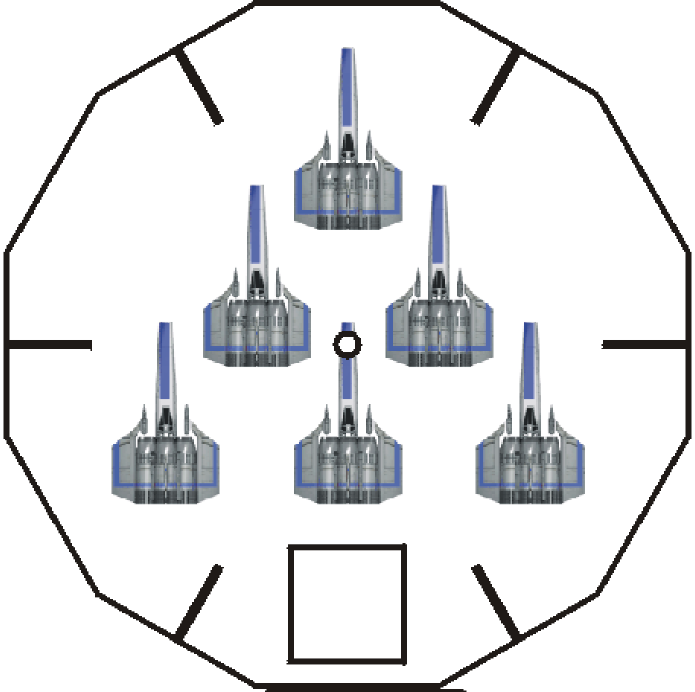
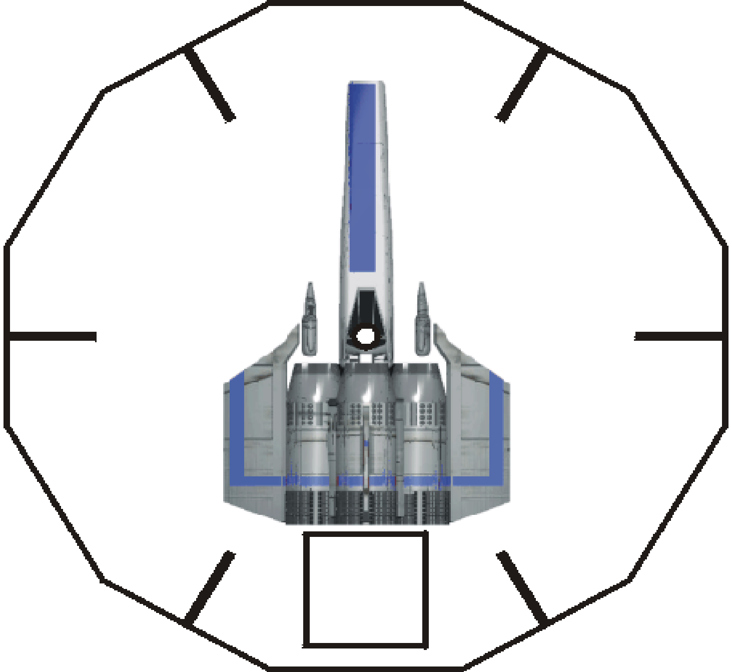
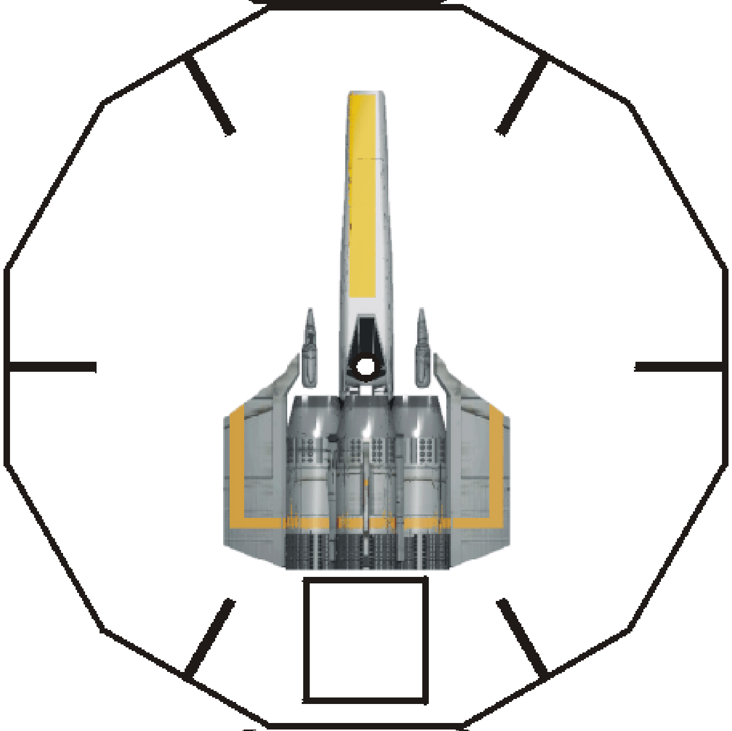
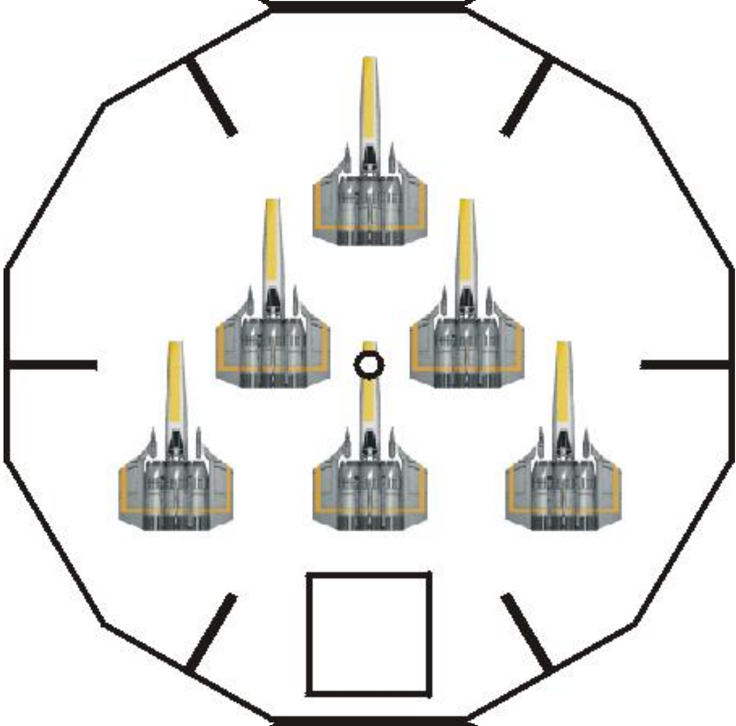
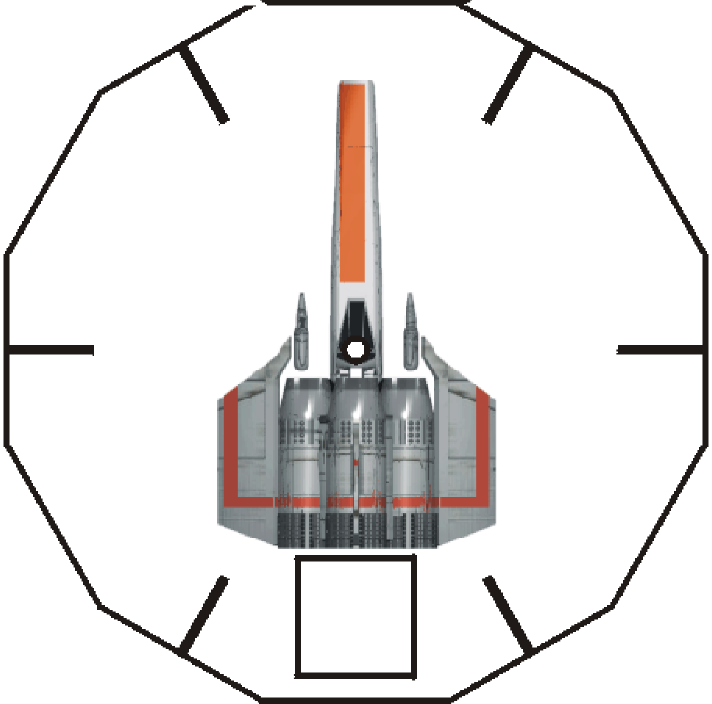
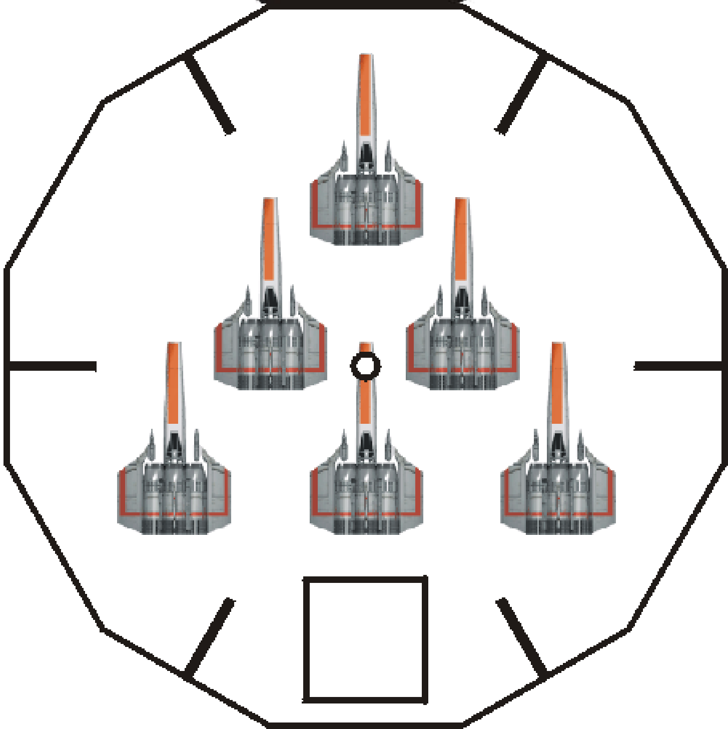












COLONIAL AGAMENNON CLASS EARLY BATTLESHIP

Ship Name:	
Hull Number:	

CREW UNITS

			4						10
									20
									30

DECK CREWS

			4				

BOARDING PARTIES

					6				10
									20
									30

Early Admin Shuttle

IDENT	HIT POINTS					NOTES
						Assult

Early Admin Shuttle

IDENT	HIT POINTS					NOTES
						Assult

SHIP DATA TABLE

TYPE = YBB
POINT VALUE = 78
LIFE SUPPORT = 2
SIZE CLASS = 2
MOVEMENT COST = 2

POWER SYSTEMS	TURN MODE = D	SPEED
	1	2 - 4
WARP = 24	2	5 - 8
APR = 8	3	9 - 12
TOTAL = 32	4	13 - 17
BTTY = 6	5	18 - 24

Early Shuttles	Early A_Shuttles
Speed: 5	Speed: 5
Weapons: none	Weapons: none
Damage: 5	Damage: 10
BPV: 1	BPV: 3
DFR: 0	DFR: 0

SENSOR

6
6
5
3
1
0

SCANNER

0
0
1
3
5
9

DAM CON

4
4
2
2
2
0

EX DAM

TYPE I PHASER

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25
1	9	8	7	6	5	5	4	3	2
2	8	7	6	5	5	4	3	2	1
3	7	5	5	4	4	4	3	1	0
4	6	4	4	4	4	3	2	0	0
5	5	4	4	4	3	3	1	0	0
6	4	4	3	3	2	2	0	0	0

MISSLE RACK

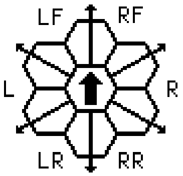
E						
F						
G						
H						

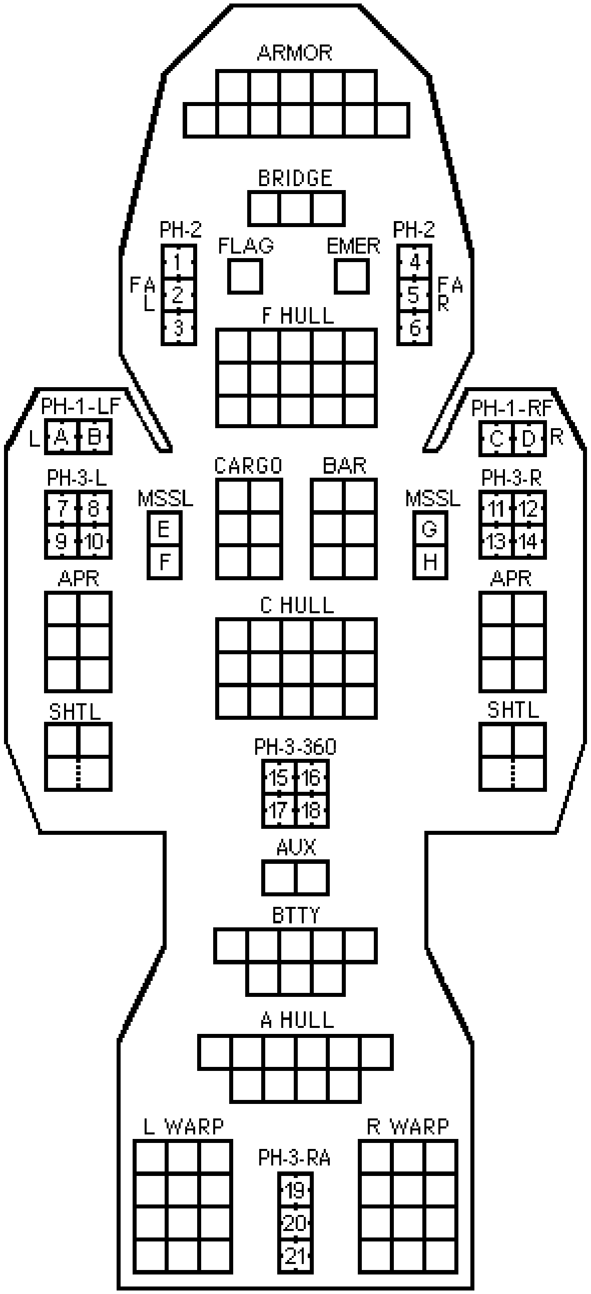
TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	1
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

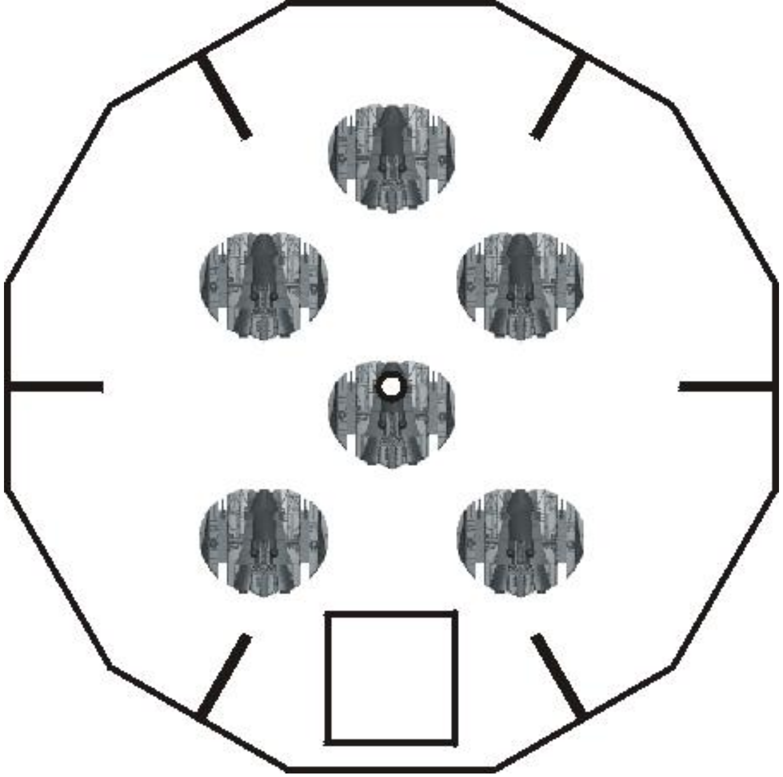


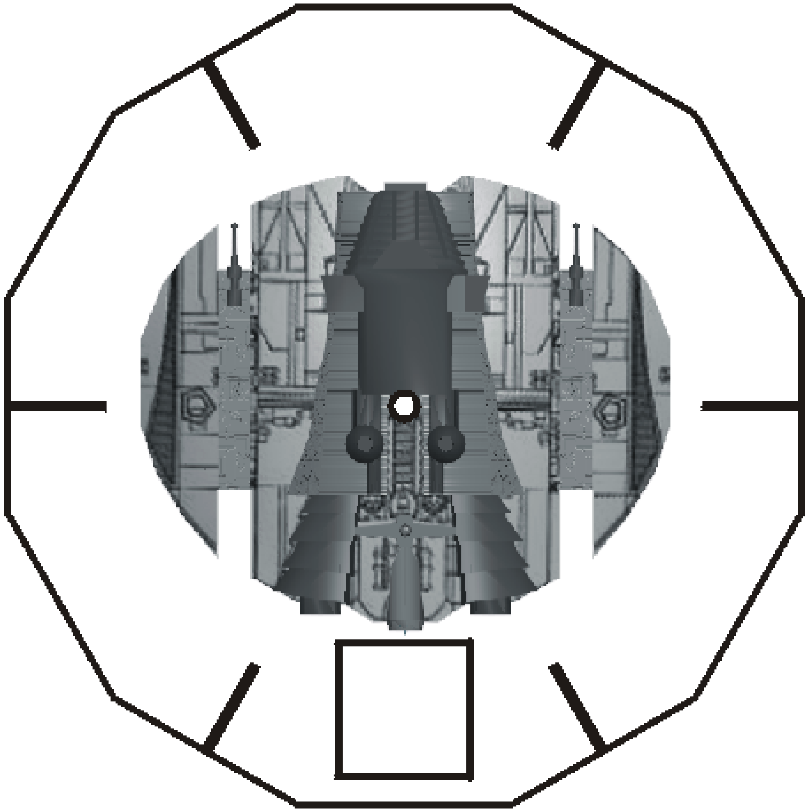


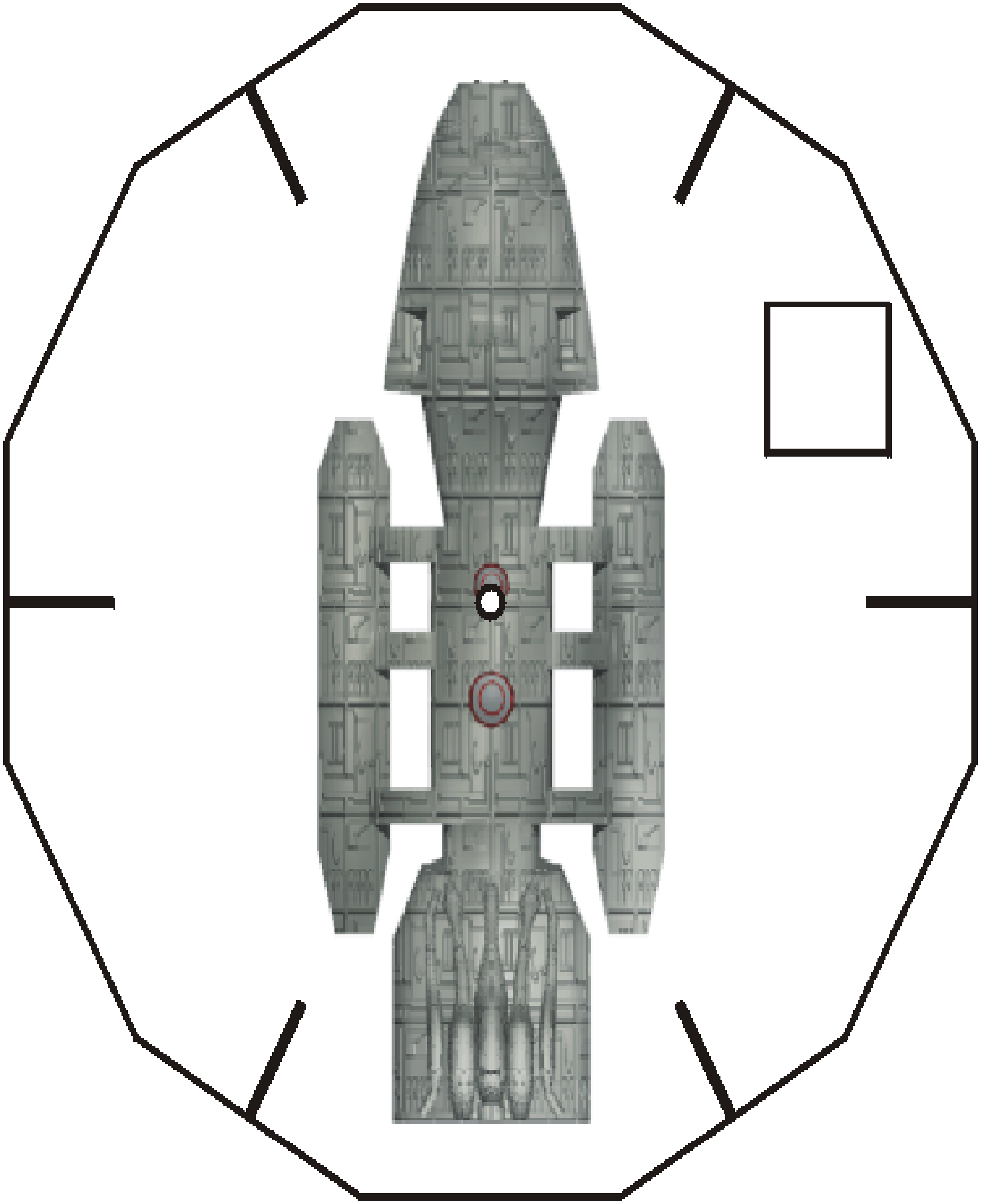
Created by Steve Stiever

WARP ENERGY MOVEMENT COST=2 ENERGY POINT PER HEX

SPEED	1	2	3	4	$\boxed{5}$	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Standard	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40







THE THOUSAND YAHREN WAR

*The Thousand Yahren War is the standard setting for this **BSG** site.*

The war with the Cylons lasted roughly a thousand yahrens, and while ultimately it was a dramatic defeat for the Colonials, that did not mean that it was always like that.

During the war, every conceivable type of battle was played out, mainly due to the fact that the Cylons wanted the extermination of the humans, and the humans were desperately trying to avoid this. Thus battles were Battlestars versus Baseships, Baseships relentlessly playing cat-and-mouse with wounded cruisers, fighter ambushes, deep range strikes in the heart of the Cylon Empire, convoy escort/destruction missions, fleet battles, basestation destruction raids, ground base extermination and many, many more.

The Colonial player should devise a fleet (of any set amount of points - some of the fleets were truly huge, like the Fourth Fleet, which consisted of some 600 vessels), and the Cylon player should get the same amount for Baseships and their variants, and then go for it!
A typical Campaign map can be used with little modification, although destruction of vessels and bases will be happening on a much larger scale.

The key is to give each mission a goal instead of just 'You detect the Cylon Fleet and decide to attack'. These types of missions start to get boring real quick, and with the limited amount of ships present, tactics for knocking out certain types of ships become all too easily picked up. However if you suddenly have to rescue a high ranking Colonial official from a wounded Baseship which is about to receive reinforcements, then the game becomes a lot more than a simple shoot them till they drop scenario.

Setting the date of the war also limits the type of ships being used, although if playing during the latter half, then the Colonials might start pulling early Heavy Carriers out of storage (or museums) if the battle starts going against them too quickly!

Just remember that the Cylons are not evil. Yes, they did/do commit atrocities as we would view them, but they did not start the war - the Colonials did. The Cylons just finished it in a most efficient way.

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OUTLANDS

The Outlands is a slightly different approach to the campaign. Instead of being set in the front lines, the campaign is set well back from the front lines, and indeed, well back from the Colonies themselves.

At some point in the past, the Colonials settled some planets, and then, with the war going on, forgot about them. We know in the series that this happened with some prison planets, so it is feasible it could have happened with some other planets of non-major importance too.

In any case, Outlands is set apart from the main Colonies and away from the front lines. The worlds are frontier worlds, without all the resources and technology of the main Colonial worlds. Warships are limited to aging light cruisers and old fighters (mainly Scarabs). Ships can be built, but mainly these are nothing compared to newer models coming off modern assembly lines. Things are more rugged and lasting, probably covered in a nice layer of grime and dust.

The enemies in this setting are also not really the Cylons. While they could be seen as an irregular threat, a single Baseship would generally walk all over what could be seen as the military here. Instead, the antagonists would be pirates, smugglers, rebels and other maladjusted individuals. Rewards would be spare parts, peace for a few more centars.

*Outlands is designed by **Tony Charlesworth**.*

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THE EXODUS FLEET

The Exodus is the period after the Thousand Yahren war reached it is dramatic and final conclusion.

In the Historical Game, the Colonial player plays the Battlestar *Galactica* and has a fleet of some two hundred and twenty ships to defend.
In a sense this is the most limiting (although see below) as the player has the *Galactica* and a fleet not of their choosing and you have to try and get the fleet to safety, with the role being getting to Earth.
A fixed campaign map would be impractical for this game, so the role would be to try and get to some indeterminate point.

The Campaign should be started after the actual television series ends (thus after the destruction of the Cylon Baseship in the *"The Hand of God"*. The reasoning for this is that the events before this are already recorded. Also, with the exception of the Realm Press comic, nearly all other comics, shows other fiction deal with the fleet some 20 or so yahrens afterwards, so conflict with those futures should be at a minimum.

I am not going to stop and give rules for this sort of campaign game (unless someone requests it!), but there are many things that could be considered for this type of game:

Fuel/Supply

The *Galactica* and the fleet can not go on indefinitely without resupply. This would mean getting fuel (raiding, mining or finding someone to buy it from) and parts to keep the fleet going. A stopped fleet is a dead fleet, but so is a hungry fleet.

The Fleet

The fleet itself shouldn't just be a faceless entity that is only there to be protected. Sure, it has to be protected, but it can also serve a function, and the many ships should be useful and have roles. What follows is a list of all known types of ship in the fleet, and some basic notes on how they can be used in this game.

- Tankers *[Used to hold fuel, can extend the fleets range]*
- Agro Ships *[Supplies the fleet with fuel, without it, supply needs to be made more common]*
- Prison Barge *[Used to hold prisoners, such as Baltar. Prime raid for Cylon squads who may want him back, or dead, or both]*
- Starliners *[Holds off duty personel]*
- Freighters *[Used to hold supplies to extend the range of the fleet]*
- Electronics Ship *[Ideal repair ship, should make extra repair points available to the fleet]*
- Textile Ship *[Also able to repair things, but probably only hull points]*
- Sanitation Ship

- Mining Ship *[Used to mine for fuel and raw materials when time permits and the fleet is in dire straits]*
- Orphan Ship *[Prime target for raiders to decrease the morale of the fleet. If playing in a really long term game, then this ship contains the future warriors of the fleet]*
- Parts Ship *[Holds repair points for the fleet, without it some things might not be able to be repaired any longer]*
- Livery Ship *[Holds animals for long term food supplies]*
- Manufacturing Ship *[Builds parts for future repair, and also possibly new Vipers and maybe new ships in the future]*

As can be the seen, the fleet soon starts working for the campaign, and suddenly there is an incentive to protect it and include it in the game.

Future Advances

The ships of the fleet are not warships, and they never will be. However if at some point, there is a lull in the fighting, then there would be a great need to upgrade the fleet. Adding defence guns, creating 'flak' ships (which have strengthened hulls and batteries of defence guns), making more hold fighters and so on. Suddenly the job to destroy them is not so easy.
If you decide to do this, then the rules on pirate ships will come in useful for what can be done to a freighter.

Life without Cylons

As the fleet moves further away from the known part of space, there will be other life forms discovered. Some may be friendly, some hostile, some neutral. But all should have a part. Fuel can be bought from neutral races, friendly races may be able to help against the Cylons, and hostile races may attack or simply tell the Cylons where the fleet is.
However resist the temptation to simply make every race the same - 'You meet a good race, they give you fuel', or 'The Cylons suddenly attack, must have been that last race obviously did not like you'.

The *Galactica* fleet met Count Iblis and his race, the Ovions, Planet Terra with it is two warring races, and so forth.

Other friendly forces

While also discussed below, the Galactica could meet up with other survivors of the war. Obviously the further away the fleet gets from the ruins of it is homeworlds the less this will happen (or will it? A rescue fleet could be following the trail of destruction left behind by the *Galactica*, or tales of the fleet could fill every bar this side of the galaxy), but the fleet may find itself strengthened by other Colonial forces (cruisers, destroyers, possibly a Gunstar or maybe another Battlestar [but not one from the ambush at Cimtar's Moon] like the *Pegasus* presumed lost). Or maybe the new elements are also being hounded by the Cylons or another threat and suddenly they become a menace instead of help?

However, there can be more to it that just the above. For more notes and ideas, see here.

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THE EXODUS FLEET

The series leads us to believe that the Galactica and it is fleet are all that survived the destruction of the Colonies, but is that true? with only two hundred and twenty ships, not all survivors might have had the chance to get onboard, and indeed, are we really sure that the First Fleet (which contained the last five Battlestars) was really the only remnants of the Colonial Fleet? May not other ships have survived and just were in another place at the time of the ambush?
In which case, with other ships out there, what will they do?

Exodus Fleet Two

Some may have heard of the Galactica's travels and decided to either try and team up with her, or gone their own way. They may or may not have civilian ships accompanying them, and they may or may not have Cylons on their heels, but the chances of that are almost 100 percent.

Retake the Colonies

While the extermination of the Colonies will be complete at some time, who, when they believe the job is not yet done, is just going to stand around and watch? This game takes the form of a small Colonial force against huge numbers of Cylons. The Colonials will start with surprise, and will almost always be fighting with fanatical zeal, but in the end this will be a guerrilla warfare game. Although if the Colonials somehow win, then the Colonies may be rebuilt at some future point, and then who knows, a large fleet may be sent to follow the trail of the Galactica itself, armed with start of the art new and modern weapons and ships.

Revenge

Or of course, the other option is that the Colonial fleet just launch into a final battle with the Cylons. The Colonials have nothing now to live for, so they would be out for blood, which would suit the Cylons fine as it would mean that they would not have to track down the fleet.

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ALTERNATE REALITIES

The Alternate Reality is a cliché (and some might say a tired one too), but it does allow us to explore other options and ideas that ordinarily would not be permissable in the course of an ordinary **BSG** session. Unlike some alternate realities, the ones presented below are complete changes and not cross-overs. While there is no reason to not make them cross-overs (like the 'Mirror' reality in *Star Trek*), you will have to find your own reasons for making this so!

The Ongoing War:

In this universe, the Cylons have not won the war. Neither have the Colonials. Instead, the war is still raging with no end in sight. With the war is still going, the Cylons and the Colonials are pretty evenly matched. Borders are around the 6400 yahren mark, although combat has raged up and down the lines and they are pretty fluid. Due to this, construction facilities are still operating, and as such, new warships are being produced by both sides, and older designs are also still operating.

This is a slight idea for those who wish to game using the conjectual ships as 'real' ships, with no limits as to what is or is not available. The war could easily last another thousand yahrens in this setting, and while the Cylons probably have the largest empire, they are not the invincible enemy they once were.

The Cylon Exodus:

What would happen if the Colonials won the war and the Cylons had their worlds bombed into submission? What if a single Baseship and a handful of Cylon tankers and civilian ships escaped, hunted by the Colonials?

This is an interesting one this, however I am not sure it would work out too well though, lets think it through. From a television viewer point of view, the idea couldn't really be taken from the eyes of the Cylons. From what we know of the Cylons from the series, the only characters with any interest would be the IL Series and the Imperious Leader (should he have survived). These are the only beings with any individuality and charisma, but rarely would they go down on away missions and the like (however, that is easily changeable, although **BSG** does have the sense to not let all senior officers leave the ship at the same time!). So we would have lots of 'red shirts' in the form of all the other Cylons. Because of their nature, there would not be much in the way of the same story lines as Humans, because the Cylons would be fairly logical about things. Centurions would not complain if they had to risk their necks to save their people, and the IL Series would make sure it was *their* necks and not the IL's! So the interaction between IL's would be the order of the day. Not sure about civilians though, we have not seen enough of them to understand if they have individuality or not - we saw some in *"The Living Legend"* with the Imperious Leader, but would they be ordinary citizens or special managers? I mean, would just anyone be allowed to see the Imperious Leader on a state visit?

Another point is the combat ability of the Cylons. True, a Baseship is nothing to be sniffed at, but Cylon pilots are not great, and unlike humans, they do not reproduce well. I would imagine a Baseship can not build Cylons (but should be able to repair them), so any losses would hurt. Also as Cylons are not the greatest thinkers, they would have to adapt.

Which could lead to an interesting question - if the fleet believed the Cylon worlds lost, doomed and destroyed, would they attempt to build another Imperious Leader? Would an IL Series step forward to take the job? If they did and later found the Imperious Leader alive and well, what would happen? Could we have civil war between the Cylons? Or would we have a lot of confused Silver Centurions?

Taken from a Colonial point of view, especially the one from the television series, would the Colonials pursue the Cylons? Knowing that they are doomed and certainly no longer a threat to humanity, what would be the point in giving chase? Scout them out and follow with small fast ships sure, but attack and annihilate? Why? Now, though, while that might be the main command view, it certainly would not be the average soldiers view, after all, you've seen your friends killed with no mercy and now Command wants you to show mercy to the enemy and let them go? Pah! So you might see renegade ships wanting to hunt them down.

However, unless something drastic happened to the Cylons - they get a life, wake up and smell the coffe and then realise they can have imagination - I do not see them lasting very long unfortunately.

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NOTES

The scenarios that are listed here are written for one of two systems - the Battlestar Galactica **SFB** conversion (**BSG SFB**) or the Fleet Combat System (**FCS**). Any special rules or notes will be given for these two systems.

However, some scenarios may be more applicable for other game systems (specifically the fighter combat scenarios). In this case, while no deliberate gaming rules can be written (it all depends on what system you use), notes will be given.

*	Denotes a scenario suitable for another system
[**FCS**]	Denotes a scenario written for the **FCS**.

The Map

*[**SFB** players may ignore this!]*

So that I can have some sense of continuity, all the scenarios are written assuming you are using an **SFB** style map. Because not all games use the same maps, here are some guidelines to help you set up in a similar manner.

An **SFB** map consists of hexagons, 42 in length, 30 deep. These are labelled from 0101-0130 to 4201- 4230. Ships and certain other items are usually assigned a hex that they will start in.

To get direction, **SFB** labels each hexside. The top most hexside (the one with the number label) is listed as being hexside A. Then, working clockwise around the hex, the other sides are labelled as B, C, D, E and finally F.

When ships are placed in a hex, they will be referred to as being in direction [letter]. This means that they are facing that hexside.

If a die roll has to be made to determine some direction, then roll a 1d6. 1 = A, 2 = B, 3 = C, 4 = D, 5 = E, 6 = F.

An example map showing all this, is at the SFB Arena Site.

Finally, a **Fixed** map is one which does not move in relation to ships, so any ship that exits the map is gone and may not return. A **Floating** map though, is one that moves in relation to the ships if they near the edge, so ships may not leave the map to escape as it will move with them.

Counters:

The biggest thing for this whole site, is that there is a distinct lack of counters for **BSG**. Some counters are available in the Downloads section, while some more are available at the BattleSpoo site. However, when new ships are developed, and because most sites have differing ship compositions, you can not expect one site to have all counters.

Also, I am no artist, not even remotely, so I am not about to put any up anytime soon.

However, if you have **SFB**, then I would use the Kzinti ships for Colonials, and Andromedans for the Cylons. If you use MegaHex (I have the second module), then those two races work even better. The scale between capital ships and their fighters becomes a lot clearer too.

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SCENARIOS - GENERAL

Attack the Baseship!

Probably the most common type of attack that occurred during the war with the Cylons, was trying to take out a Baseship. Never an easy thing to do, especially with the amount of fighters that the ship carries. This scenerio simulates one of the hardest attacks - the Battlestar vs. Baseship assault that young boys love to read about in comics.

Initial Setup:

- **Terrain:**
  Use a standard floating map.
- **Cylons:**
  1x Baseship (standard variant) in 4203, heading E, speed 8, WS III.
- **Colonials:**
  1x Battlestar (*Galactica* Variant) in 0730, heading B, speed 8, WS III.
- **Special Rules:**
  There are no special rules for this game.

The Scenario:

- **Objectives:**
  Both sides are simply attempting to destroy, capture or drive off the opposition.
- **Length of Scenario:**
  The game ends when all forces belonging to one side have been captured, destroyed or disengaged.
- **Special Rules:**
  There are no special rules for this game.

Victory Conditions

The following victory conditions apply:

Enemy ship captured: Decisive Victory
Enemy ship destroyed: Substantial Victory
Enemy ship crippled: Tactical Victory
Enemy ship disengages: Marginal Victory

Note that it is possible for both sides to claim victory.

Variations

As this was probably one of the most common attacks, it occurred with a huge amount of variety. In nearly all cases though, the Colonials went in undergunned for the job.

The following can be substituted for the Battlestar.

2 *Pulsar* Class Gunstars
1 *Pulsar* Class Gunstar, 1 CVL Light Carrier and 1 CLE Fleet Escort Cruiser
1 Destroyer Squadron (1 *Libra* Class Destroyer, 2 CVL Light Carriers and 1 CLE Fleet Escort Cruiser)

Alternately the Colonial player gets 430 points to choose a fleet.

Balance

This is quite a hard scenario, as the Colonials are outnumbered by the Cylon Raiders and outgunned by the Baseship. To ease this, the Battlestar could be made of a different variant (such as the *Pegasus*) which would even things up as the Baseship would not then have the drop in firepower, but would still out number it in fighters. The Colonials could be operating with double capacity fighters (say about 5 flights worth), and this would ease that.

What normally happened though is that the Colonial pilots were of far better quality than the Cylons, and thus making a few (or all) the Colonial squadrons Aces would show that edge.

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SCENARIOS - GENERAL

Fighter Flight I:

A typical encounter between two opposing groups of fighters. Fighters have a much greater range in **Battlestar Galactica** than in **SFB**, and it is was not uncommon for each side to send long range strikes or patrols into the enemies space.

This recreates one such incident.

Initial Setup:

- **Terrain:**
  Use a standard fixed map.
- **Cylons:**
  The Cylons get 8x Raider flights coming in from the xx01 side of the map.
- **Colonials:**
  The Colonials get 8x Viper flights coming from the xx30 side of the map.

- **Special Rules:**
  There are no special rules for this game.

The Scenario:

- **Objectives:**
  The objective for both sides is to destroy the opposition with as little damage to themselves.
- **Length of Scenario:**
  The game ends when one side has been destroyed or has disengaged.
- **Special Rules:**
  There are no special rules for this game.

Victory Conditions

One side wins when there is no other left!

Variations

Generally fighters are fighters, but fighters can be off different classes or times. Scarabs vs. Early Raiders would make for an interesting fight, as would Scarabs vs. Raiders (possibly depicting an old or lost colony suddenly being contacted by the Cylons).

Balance

This is an easy one to change - the colonials may have Ace flights (at the ration of 3 flights to 2 Ace flights, or may have green pilots at the ration of 2 green flights to one good flight.

The Cylons tend not to have much difference in their pilot quality, but they can substitute Heavy Raiders at (approximately) 2 Raiders to one standard flight.

Generally the Colonials nearly always flew outnumbered but usually had the better pilots.

Designers Notes

This is actually a nice scenario to learn about the fighter rules. do not play it too many times though, fighters are pretty easy to use!

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SCENARIOS - GENERAL

Convoy Protection:

Another very common scenario in the war is the protecting and attacking of the enemies fleets. This recreates a typical encounter.

Initial Setup:

- **Terrain:**
  Use a standard floating map.
- **Force Composition:**
  Choose who will be the attacker, and who will be the defender, and then set up as follows: The Defender sets up their fleet in the middle of the map, with no ship more than 8 hexes away from 2116, any heading, speed 6, WS II. No fighters (save for 2 flights, total) are launched. The attacker then sets up on any map edge (multiple if desired), and approaches at any speed and heading.

Typical fleet compositions and attacking forces are as follows:

Defender	**Attacker**
Colonial	*Cylon*
2 CLE Fleet Escort Cruisers and 8 Light Freighters	10 Raider flights
1 *Aquaria* Class DDV, 1 CVL Light Carrier and 10 Freighters	14 Raider flights
2 CLE Fleet Escort Cruisers, 1 CVL Light Cruiser and 12 Freighters	18 Raider flights
Cylon	*Colonial*
4 TKR Armed Tankers, 4 TKR unarmed tankers	10 Viper flights
8 TKR Armed Tankers	12 Viper flights

2 TKV Fighter Carrier Tankers, 6 TKR Armed Tankers	14 Viper flights
4 TKR-Q Tankers, 4 TKR Armed Tankers	16 Viper flights

Colonial freighters are similar to those with the *Galactica* fleet (see Historical Scenarios).

- **Special Rules:**
  There are no special rules for this game other than those listed above.

The Scenario:

- **Objectives:**
  Attacker: The objective for the attacker is to destroy all the defending forces. Freighters are a bonus.
  Defender: The defenders role is to stop the attackers anyway they can!
- **Length of Scenario:**
  The game ends when all the attackers are destroyed or disengaged, or the defenders are all destroyed.
- **Special Rules:**
  There are no special rules for this scenario.

Victory Conditions:

Use the following conditions for this game.

> The attackers win a Decisive Victory if they destroy all the defenders and the freighters.
> The attackers win Tactical Victory if they destroy all the freighters.
> The attackers win a Marginal Victory if they destroy half the freighters.
> The Defenders win a Decisive Victory if they destroy all the attackers without losing a freighter.
> The Defenders win a Tactical Victory if they destroy all the attackers and only lose 1 or 2 freighters.
> The Defenders win a Marginal Victory if they destroy all the attackers but lose half their freighters.

Any other result is a draw.

Balance

The scenario can be balanced by adding Raider flights to the Cylon side, or making some of the Viper flights Aces.

Tactics

Attacker: Note that to only win the scenario, all the attacker has to do is destroy the freighters and not necessarily the escorts. In the case of the Cylon player defending, this is one and the same thing, although the freighters are not that well armed. The defending fighters will be the problem, always, and it is they that should be destroyed first, and then the freighters. Again, the Colonial player will find that the Cylons have nearly the same number of the fighters that they do, but if they are quick, they might be able to get some tankers before the fighters are launched and watch the tankers destroy themselves when the fuel goes up.

Defender: Launch the fighters immediately! With the Cylon player defending this is a must as the tankers you are protecting are not very sturdy, and it only takes one pass by a Viper flight to destroy the ship if they hit the fuel cargo. With the fighters launched you have nearly the same amount as the attacking Vipers. Group your unarmed tankers around the armed tankers, and keep the whole thing together so that they can provide covering fire for each other.

The Colonial defender has it slightly easier and slightly worse. You have less fighters, but you have some sturdy escort ships. group your freighters around them, and set up some decent covering fire.

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SCENARIOS - GENERAL

Fighter Flight II:

Not all fights were against large squadrons of fighters - patrols using intercepted each other, and these only consisted of a few fighters. This scenario recreates on such encounter.

Initial Setup:

- **Terrain:**
  Use a standard fixed map. Any fighter leaving the map is assumed to have escaped the area.
- **Cylons:**
  8x Regular Raider fighters at the xx01 side of the map.
- **Colonials:**
  2x Ace Viper fighters, and 4x Regular Viper fighters at the xx30 side of the map.
- **Special Rules:**
  Both sides may start with any facing and at any speed.

The Scenario:

- **Objectives:**
  Both sides wish to deny the area to the others, and the easy way to do this is to destroy the enemy.
- **Length of Scenario:**
  The scenario ends when only one remains on the map.
- **Special Rules:**
  This scenario attempts to recreate a small fighter engagement, like the many seen in the series and thus uses the Small Fighter Skirmish rules. Alternately any fighter combat game can be used instead of the standard **SFB** rules - see here for more details.

Victory Conditions

One side wins when there is no other enemy left on the map!

Variations

Just like the the first Fighter Flight, changes can quite easily involve more Cylons and more experienced Colonials, or try throwing a few Heavy Raiders in the fray - Colonials will be destroyed left, right and centre, but they will certainly have the drop in speed and manoeuvrability, and you will find Heavy Raiders are not that great in a situation like this at all...

Balance

If one side constantly has the advantage, try adding another regular fighter to that side.

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SCENARIOS - GENERAL

Tanker Hunt:

While during the 1000 yahren war the Colonials sought to destroy every tanker they found, the Galactica sought to capture them, so that the fleet could replenish it is fuel. This scenario attempts to recreate a typical mission - the tankers have been spotted, and now the Vipers are sent in to destroy their escorts and then disable them so that they can be boarded and piloted back to the fleet.

Initial Setup:

- **Terrain:**
  Use a standard floating map.
- **Cylons:**
  2x unarmed tankers (hex 2215 and 2316), facing any direction and at any speed. The ships are at WS I, but no fighters are launched.
- **Colonials:**
  4x fighter flights, on any outside edge of the map (altogether, and may not be split amongst multiple map edges), approaching at any speed. 2x shuttles with 4x boarding parties each arrive on turn 2 on the same map edge as the Vipers.
- **Special Rules:**
  There are no special rules in this game.

The Scenario:

- **Objectives:**
  Cylons: The Cylons wish to keep the tankers so that it can be used for their war effect. As such they are trying to destroy the tankers.
  Colonials: The Colonials are attempting to capture the tankers, not neccassarily destroy them. As such, their aim is to destroy the defending fighters and disable the tankers.
- **Length of Scenario:**
  The scenario continues until the freighters are captured or the attackers escape or are destroyed.
- **Special Rules:**
  The object here is to capture the two tankers, not destroy them. To this end (D6.4) should be used for any Viper attacks on the tankers, although players are not compelled to use this rule (although the shuttles will probably have trouble catching up other wise).

Victory Conditions

If the tankers are captured, then this is a Colonial victory, else it is a Cylon victory.

Balance

If the scenario is too easy, make the tankers the armed variety, they will then be a lot more difficult too disable. Or, by increasing the amount of Viper flights, consider throwing in a TKR-V fighter carrier, or TKR-Q Tanker. The extra firepower and Raiders will make the scenario a lot more challenging.

Alternately, the map could be made fixed, with the tankers starting at one end of the map, and the Colonials attacking from the other. A tanker leaving from the opposite map edge has escaped.

Tactics

Cylons: The odds are stacked against you in this. The Raiders will not (shouldn't) last long, so the trick will be to stay away from the approaching shuttles so that the Vipers have to attack you and hope they hit the fuel! Convert the deck crews to boarding parties as soon as possible, after all your Raiders will not be coming back, and you will have to be boarded at some point.

Colonials: The Cylon fighters are not really that much of a threat to four Viper flights, although they might go after the shuttles with boarding parties, so you will have to destroy them quickly. The trick here to is to disable the tankers without destroying them, which will not be an easy thing. you will have to use non violent combat to stand any chance of the shuttles catching up, although landing your Vipers in the tankers and converting the pilots to boarding parties is certainly a risky option.

Historical Outcome

Usually the Colonials managed to capture the freighters, failure was mainly due to bad luck when trying to knock out the tankers engines. Against armed tankers was a different matter, and almost all cases resulted in a lost tanker or lost shuttle trying to board. Luckily armed tankers were rare.

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SCENARIOS - GENERAL

The Lure...

A lone light Colonial cruiser is set upon by an attacking phalanx of Cylon raiders!

Initial Setup:

- **Terrain:**
  Use a standard fixed map.
- **Cylons:**
  2x flights of Raiders and 8x Heavy Raiders approaching at any speed in direction B, not more than 6 hexes from hex 0130
- **Colonials:**
  1x CVL Light Carrier with a full complement of fighters approaching at any speed in hex 4002, direction E. They are at WS III.
- **Special Rules:**
  There are no special rules in this game.

The Scenario:

- **Objectives:**
  Cylons: Destroy the light cruiser! Leave no survivors! Destroy! Destroy! Destroy!
  Colonials: The Colonials must survive, either by destroying the enemy Raiders or being able to disengage.
- **Length of Scenario:**
  The scenario ends when one side has been destroyed, escapes or has disengaged.
- **Special Rules:**
  There are no special rules for this.

Victory Conditions

The Cylons win if the destroy the CVL, the Colonials win if the destroy the Raiders.

Balance

The easiest way to balance this scenario is to either increase the skill of some Colonial Viper flights (make them Aces), or give the Cylons some additional Raider flights.

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SCENARIOS - HISTORICAL

The Kill:

This battle details the effects of an undergunned Colonial squadron and their effects in trying to destroy a Cylon Baseship that had slipped into the Colonial rear supply lines.

Things got to a head when the Cylon Baseship was destroying convoys with relative ease and no reinforcements were forthcoming from Colonial command. Thus the local commander devised a plan - a diversion would rid the Baseship of its fighters, and then the two light cruisers would close in for the kill...

Initial Setup:

- **Terrain:**
  Use a standard fixed map.
- **Cylons:**
  1x Baseship in 2115, at speed 6, WS II.
  The ship has no fighters.
- **Colonials:**
  1x CLS Light Strike Cruiser

1x CLD Light Missile Cruiser
Both have a full complement of fighters. They can set up on any map edge (both must enter on the same edge) and at any speed. They are at WS III.

- **Special Rules:**
  Once the Colonials have placed their forces, the Baseship may choose a heading to face in.

The Scenario:

- **Objectives:**
  Cylons: The Cylon is attempting to survive. This way it can retrieve any Raiders that survive the diversion, and continue to destroy Colonial shipping.
  Colonials: The Colonials are simply wanting to destroy the Baseship.
- **Length of Scenario:**
  The scenario ends when either side is destroyed or has disengaged.
- **Special Rules:**
  There are no special rules for this game.

Victory Conditions

The Cylons win if they destroy the cruisers and survive.

The Colonials win a decisive victory if they destroy the Baseship without losing any of the light cruisers. They win a victory if they destroy the Baseship with one cruiser surviving.

Balance

If the Colonials are having too tough a time of this adding a couple of extra flights of Vipers should help. Or the CLD could be changed to another CLS. This would increase the long range firepower but at the loss of some hitting power.

Tactics

Cylons: Close with the cruisers! If you do not, they will just pick you off at long range.

Colonials: The Baseship without its fighters is still a foe to be reckoned with. If you close, you will be destroyed by the huge amount of Ph-3 that the thing carries. Use the fighters for a close range assault, but do not count on many of them surviving the fly by. Stay at range and snipe away with the CLS. The CLD will have a tough job getting its missiles to the target, send them in just behind the fighter flights, that way some major damage should be inflicted by either the fighters or the missiles.

Historical Outcome

The Baseship was eventually destroyed. All but 4 vipers (not flights!) were destroyed when attempting to strafe the ship, and the CLD was gutted when it attempted to close to guide its missiles in. However they did manage to cause critical damage to the Baseship, and the CLS was able to deal the last blow from afar, but again, not after receiving quite substantial damage.

Colonial Command never did really view this as a victory.

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SCENARIOS - HISTORICAL

The Return of the *Acropolis*:

On the eve of 7000, the *Acropolis* was to lead a small squadron to attack a Cylon command and supply base in the Myus system. This destruction of the the Cylon command and control would lead the way for a massive Colonial offensive. Unfortunately, the squadron never arrived inthe Myus system, the base remained operational, and the offensive abandoned.

Over the yahrens, the frontlines changed, and the Cylon base was not considered as vital as it was previously. Defences there were downgraded, and events moved on.

However, in 7204, the base was attacked by an unknown Colonial force, using codes some 200 yahrens old. Somehow, the *Acropolis* had returned. Only to disappear again when the battle was over. To this day, nobody understands what actually happened.

This scenario is for the Fleet Combat system and recreates the older fleet attacking the (now) second line command base.

Initial Setup:

- **Terrain:**
  The map consists of an asteroid field where the base is located. Place an asteroid counter in the following hexes: 0522, 0606, 0713, 0728, 1007, 1024, 1822, 1906, 2113, 2128, 2407, 2424, 3305, 3322, 3513, 3528, 3807, 3824. Then roll 1d6 for each counter, and move the counter in the direction specified. This then, is the location of the asteroid belt. Asteroids are in the hexes with counters *and* every hex within two hexes of these counters.
  On the case of counters which overlap, these are just treated as normal single asteroid counters.
- **Cylons:**
  1x Asteroid Base in hex 3215.
  3x Small Asteroid Ships

1x Baseship (standard variant), any facing, within 10 hexes of the asteroid base.

- **Colonials:**
  The *Acropolis* squadron consists of the following:

  1x CVS *Triton* Class Strike Carrier (prototype model)
  2x DDD *Leosia* Class Missile Destroyers
  2x CVL Light Carriers
  1x CLE *Ranger* Class Escort.
  The ships must be in a legal formation around the squadron leader (the CVS) observing command radii. The squadron can set up anywhere within the first ten rows of the map (0101-1001, 0130-1030).

- **Special Rules:**
  The scenario is set up in the following strict order.

  Set up the terrain first.
  The Cylon player chooses the location of the hidden asteroid ships.
  The Cylon player places the Asteroid base.
  The Colonial player then places their fleet.
  Finally, the Baseship is placed.

  The Cylon player may (at their discretion) choose to hide their small asteroid ships. In this case, the counters are not placed on the board. Instead, their positions must be written down on a piece of paper and revealed when the ship is. While hidden, the ship may do nothing at all. As soon as it does something, it is placed on the map.
  An asteroid ship may be placed in any hex which contains asteroids, anywhere on the board.
  If the asteroid ships are not hidden, then they may be setup anywhere outside of the Colonial set up zone.

The Scenario:

- **Objectives:**
  Cylons: The Cylons must protect their Asteroid base. Whether they do this by destroying the Colonials or driving them away is irrelevant really.
  Colonials: The Colonials must destroy the asteroid base, and then escape with the *Acropolis* (hopefully) intact. That is the only objective. Other Cylon vessels destroyed is nice, but these do not count for victory conditions.
- **Length of Scenario:**
  The scenario continues until the last Colonial unit has been destroyed or has exited the board. Of course, if the Colonials destroy all the Cylons, then the game will end then as well.
- **Special Rules:**
  - The Cylon Asteroid Base is treated as a normal Large Asteroid Ship, with the following changes: It is immobile. It has a primary of 2x (360: 1/1/-) and has 4 Scout Points. All other details as the Large Asteroid Ship.

- The Asteroid base is situated in a clump of asteroids. This means that the hex and two surrounding it, are treated as normal asteroid. Cylon Raiders (only!) may move through these hexes with no penalties as the base guides them through the asteroids. Normal penalties apply for all other asteroids though, as well as other ships.
- While the asteroid base is in operation, the Cylons do not have to worry about command distances and being out of control. The base provides a command radius large enough to cover the map board. However, if the base is destroyed, all the Cylons will be considered disrupted until the end of the game.
- Some of the asteroid ships may be hidden at the start of the game. Provided they do nothing (fire no weapons, use no EW, not move, etc.), their position will not be spotted by the Colonials. When they do something, then place a ship counter on the board in their location. The asteroid counter will remain. The ship will not be able to hide again. Asteroid ships are actually in an asteroid hex, although they are not effected by their initial hidden asteroid hex. Note that the asteroid hex that the ship is in will not effect the ship or it is Raiders, however surrounding asteroid hexes will be treated as normal. As will the initial hex if the ship leaves it and returns.

Victory Conditions

The following victory conditions apply to this scenario. Note that only one side may claim victory, and there cannot be a draw.

Asteroid Base destroyed, the *Acropolis* escapes	Total Colonial Victory
Asteroid Base destroyed, the *Acropolis* is destroyed	Minor Colonial Victory
Asteroid Base survived	Minor Cylon Victory
Asteroid Base survived, Colonial Fleet totally destroyed	Total Colonial Victory

Balance

The easiest way to balance this scenario is to alter the defending forces. Turning the Baseship into a Halfship or Attack Star will help as it will also alter the amount of defending fighters.

Or, if the Colonials find it too easy, then upgrading the Small Asteroid Ships to Large should alter the balance fairly drastically as it will also increase the amount of Raiders to counter.

Finally, if only a small change is desired, then some additional Viper flights could be given to the Colonials, or some existing Vipers could be made of higher quality.

Tactics

Colonial: Speed is your asset, but it is also a killer. You do not have the fighter capacity that the Cylons do, and speeding straight in may put you in a direct fight with the Raiders. do not get side-tracked into prolonged fights with the other Cylon ships if you can help it, your only goal is to destroy the base, you do not get any victory conditions for anything else. Be wary of hidden ships. While you would like to protect the *Acropolis*, it also has the best weaponry for destroying the base, so you will have to risk it.

Historical Outcome

Not much is actually known about the battle or the outcome, however it is known that the Cylon base was destroyed and it is presumed that the *Acropolis* survived, although her squadron received substantial casualties.

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SPACE MONSTERS

Legends tell of strange things that might have happened to the Thirteenth Tribe and Earth. They tell of the tribe having known great rises and falls in their civilisation.

Ancient myths explain this due to strange creatures that either inhabit the planet, or were brought there for some reason. Beasts of huge proportions - up to 150 metrons high and weighing several hundred thousand tons - with terrifying abilities - including death rays, mental powers, flight, teleportation and more - who exist to hinder or save humanity.

This attempts to reconstruct some of these monsters into terms that Colonial (or Cylon) commanders can understand in case these beasts ever find the other branches of humanity, or humanity finds Earth.

BASIC MONSTER RULES

Sorry, that title is not strictly accurate. For the most part, all rules for the various monsters will be detailed on their particular pages, and most monsters will be treated like the (SM6.0) Space Dragon. Some of the beasts share some similar systems, like the MCIDS, and here is where any special rules for these devices will be listed.

(E6.0) Monster Close in Defence System:

The MCIDS works as specified in (E6.0), but against fighter flights use the following table:

1-2	1d6+2 damage
3-4	3 damage
5-6	No damage

This damage is treated like a phaser 3 attack, so can be spread amongst several fighters. Also as a fighter flight consists of more than one fighter, the MCIDS may be used against it multiple times. However if the flight consists of less than three fighters, then the MCIDS may only be used an amount of times equal to the amount of fighters present.

Monster Physical Attacks:

Nearly all monsters can inflict damage in close combat (representing kicking, punching, biting and the like), and this physical combat damage can be used against nearly any type of opponent (fighters, shuttles, ships, monsters and the like) unless actually stated on the monster chart.

Monsters do damage using the chart in (SM3.36) for Moray Eels. For convenience, this is reprinted below in an expanded format. Whenever a physical attack is used, roll on the table below, but note that some monsters will have modifiers to this table depending on how well they are able to inflict this damage.

Remember that physical attacks cannot effect - and are not blocked by - shields.

-0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8+**
13	10	9	8	7	6	5	3	1

Physical attacks against fighter flights:
Physical attacks can be made against fighters (just look at any of the **Godzilla** movies!), but as a flight consists of some eight fighters (initially at least), a physical attack is not nearly effective as it could be, and luck plays a significant part in the targets destruction.

As a result, whenever a physical attack is made against a fighter flight, roll on the following table to determine the outcome.

Die Roll	**Effect**
1	2 fighters destroyed (6

	damage points)
2-4	1 fighter destroyed (3 damage points)
5-6	No damage, miss

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KING GHIDORA

"Monster Zero"

Ghidora is a huge three headed terrifying space demon. A member of a family of space monsters, not too much is actually known about this beast, other than it strikes without mercy and can be very deadly. They are known to have been responsible for the destruction of several civilisations across the galaxy. They can fly through the void of space, and can mimic hyperspeed travel by metamorphosing into pure energy, surrounding itself in a magnetic casing, and simply disappearing to strike terror elsewhere.

A typical beast of this type is around 150 metres in length, with a wing span of another 150 metres. The beast is a golden colour, and has three heads and a tail. Each head is independent of each other, and each can bite in physical combat or fire a continuous lightning type energy ray. The heads actually move in a fairly erratic motion, which can be both a bonus or a hindrance for the beast and it is opponents.

In an atmosphere, the Skyllan can achieve around mach 4, and can cause wide spread destruction via sonic booms, and the mere fact that a 500,000 ton being can generally cause havoc by jumping on things.

There are other versions of the beast though, some with four legs and dark grey in color. These also tend to have some other powers, such as a short range life leach effect.

GAME RULES

For the most part, Ghidora should be treated like a Space Dragon (SM7.0), but with the following statistics:

Each Head	60
Body	125
Wings	80
Tail	35
Claws	60
Claw attack modifier	+0
Bite attack modifier	-1
Speed	4
BPV	160
Ravage	65

Ghidora has a total of 7 locations - 3 heads, body, wings, tail and claws.

Hit Location:

Like a normal space dragon, Ghidora does not use a normal DAC, instead whenever it is damaged, roll on the following hit location:

1	**2-3**	**4**	**5**	**6**
Head	Body	Wings	Tail	Claws

Destroying all three heads will kill Ghidora, as will destroying the body. Destroying just a single head will result in the loss of the attacks from that head only, but Ghidora will suffer no other ill effects.
If Ghidora suffers 2 head kills or a 75% destruction of its body, then it may attempt to retreat.

Ghidora's heads may be targeted individually, although in this case each head is treated as having 4 points of ECM. Misses do not hit other parts of Ghidora's body.

Attacks:

Ghidora has several attacks that it may use. These are as follows:

- **Head attacks**
  Each head may perform one of the following attacks per turn
    - May function as a (E6.0) MCIDS
    -
    - May function as a energy ray attack (see below)
    - May bite in physical combat

The type of attack must be chosen in the Energy Allocation phase and may not be changed until the next EA phase of the following turn. Only two heads may use the MCIDS option per turn.

- ## May use a claw attack

Ghidora may conduct 3 head attacks and a single claw attack each turn.

Lightning energy ray

The main weapon of Ghidora is the energy ray that it spits out of its mouth. This is sometimes fired in a continuous beam which rips up everything it touches, or can be used in smaller bursts (this is treated as the MCIDS attack).
Because of the erratic motion of Ghidora's heads, this weapon can be very effective as the beam stays on target, or else it can be widely ineffective as the heads swing from side to side missing everything.

To simulate this, Ghidora's weapon is treated as a phaser 1, but requires a to-hit roll to be successful (see table below). If it hits, then the target takes damage as per a phaser 1 hit with normal range modifiers (thus roll another 1d6 to determine the damage). Every other impulse that the target remains in range and is a clear target to Ghidora, make another to-hit roll, but this time using the follow-thru row of the table. If successful, the target is hit again for more phaser 1 damage. This continues until either Ghidora misses, or it has hit six times in a row that ray. This spillover damage may hit differing shields or part of a ship if the target moves and Ghidora does not.

The ray may be used once per head per turn, and may be used across turns with the roll over damage. If roll over damage is caused across two turns, then the ray for that head has to wait for 8 impulses before firing again.

Range:	**0**	**1-5**	**6-8**	**9-15**	**16-25**	**26+**
To-Hit:	1-5	1-5	1-4	1-3	1-2	1
Follow-thru:	1-4	1-3	1-3	1-2	1	1

Use against fighter flights: The energy ray may be used against fighter flights at any range, although it is not as effective as an MCIDS, but it has a much greater range. Make a normal to-hit roll, and roll for damage as normal, but each hit can only ever destroy 1 fighter (and thus inflict a maximum of 3 points of damage). If a hit is scored, follow-thru attacks are allowed as normal.

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THE VARIANT RULES

Here is a small collection of variant rules that can be used to add spice to a game, or just to change game balance...

Cylon Fighters:

Some feel that the Cylon fighters are just too powerful. They outnumber the Colonials in nearly every game, yet the Colonials never seem to get that much of an advantage (if any), and they are supposed to be able to fight with two to one odds as normal.
Well, to get back this feel, you could try making Cylon pilots of green experience. This will give them a +1 to hit others on the fighter flight table, and will also make others hit them on a -1.
This will certainly reduce the amount of damage that they will inflict, and give the Colonials more of a chance.

This can be applied to all scales of combat, although if using the other systems, then they have their own rules for this.

Fighter Bays and Damage:

Another concern I have is with damage to a ships fighter bays. It is all to easy to strip a Basestar off its weapons and ability to fight, but you always end up with the huge amount of fighter bays left to absorb damage.
If you too feel that this is a problem, then I suggest that Empty fighter bays can be hit by Centre Hull hits (or any hull hits if you prefer).

Reconfiguring Phasers:

I am not sure if the Galactica does have any heavy lasers - I know it can reconfigure its weapons (such as in *"Messages from Terra"*), but in the *"Hand of God"* I think it does the same thing again.

In which case for every full group of four phasers 3 that are reconfigured, the Battlestar gets to have the equivalent of one phaser 1. If any of the phasers 3 are destroyed, then that group reverts back to phaser 3's next turn. reconfiguring takes one full turn, during which all phasers being reconfigured cannot fire. Reconfiguring must be done in groups of 4, and all must be done at the same time.

Obviously if this is done, then the optional rule about phaser-3s should be in force. Cylons should also get this option.

Fighters vs Missiles:

Fighters may be used to attack and destroy missiles/drones. This is done as per normal, although a single fighter may only destroy a single missile, so if a fighter flight attacks a group of missiles, roll the amount of damage that the flight would do as normal and then apply this to the missiles being shot at. If an amount of missiles would be destroyed equalling more than there are fighters in the flight, then the extra destroyed missiles are not destroyed at all and contimue to function.

Cylon Baseship rotation:

A Cylon Baseship does not have conventional front and sides as does a normal ship like a Battlestar, instead the ship as whole rotates while it moves, just like a base does.

As such, a Baseship may rotate, just like a base (C3.7), usually with a rate of 2. This rate is not variable, and a Baseship either rotates or it does not, although if you are using this rule, then all Baseships rotate and never stop until they are destroyed. I have been studying the order of movement tables, and this rotation will happen *after all* other movement, except for some exceptions (C1.313).

A rotating Baseship does complicate fire arcs and such a bit, but that is all part of the fun!

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BASES AND STATIONS

We do not see any space stations, defence satellites or anything like that in the Galactica series, but we do hear about the fact that Caprica has/had a very sophisticated satelite defence system (which alas was sabotaged just prior to the Cylon assault on the Colony worlds), so we know that the Colonials can and do build oribital stations of some kind.

We do not hear anything about the Cylons building stations (with the Baseship, who needs a space station?), but we do see that they build ground bases, something that we never see the Colonials do. We also know that the Colonials build ground bases, we just do not get to see any.

So, for this, I am stating that the Cylons do not build space stations, but both sides build ground bases, and as such only the Colonials can use the following stations, but both sides can use the ground bases.

SSD's:

For all bases and stations that are simply used from the **SFB** rulebooks, the following modifications should be made:
Remove all shields, impulse, transporters, tractors and probes. All weapons should be removed as well - they will be listed in the descriptions below.

Colonial Stations

The stations that the Colonials use are not really combat stations at all. Most can be armed depending on their locations, but they are not used as border defence or at strategic locations to discourage attack.
Instead they are mainly used as way points for civilian traffic, or as supply points for military ships on their way to the border or routine patrols.

The following should be considered representative of what is available:

(R1.10) Fleet repair dock

Used to construct the large ships frieghters and warships that can not land.
All weapons should be converted to ph.3's, add 2 shuttles and 10 points of armour.

(R1.15) Defence Sats

Used to guard main worlds or outposts, these are not as common as the Colonials would like. They are remotely operated, and as such are subject to being sabataged. They follow all normal rules for defence sats, but they can be placed to guard anything desired.
They come in the following types:

- **Anti-fighter sat:** Has 4 ph.3's
- **Missile sat:** Has 2 ph.3's and 2 large colonial missile racks
- **Anti-Ship sat:** Has 2 ph.3's and 2 ph.1's

(R1.29) Commercial platform

This is probably the most common type of base around, and most of them will be around the colonies themselves, or major outposts or mining bases.
Add two shuttles, convert all AWR to APR. Most commercial platforms have no weapons, but those that do will only ever have ph.3's.

(R1.30) System activity maintaince station

Mainly employed around suspected pirate routes, the SAMS is not a combat capable station designed to stand up to too much of a pounding. Designed mainly to observe and supply local defence forces if neccassary.
Add two shuttles, convert all AWR to APR. Replace all weaponry with 4 ph.3's (360 arc of fire).

(R1.35) Civilian base station

The largest and least common type of station, the base station is situated around the main trade routes or around the Colonies only. There are only about two or these in existence, their use not really being needed much.
Convert all ph.4's to ph.3's, remove all listed ph.3's, replace all w1 to w4 with 4 ph.3's (360 arc of fire), remove all AWR. Add 6 shuttles, add 8 armour. The base station will always have 1 cargo module.

Base augmentation modules

The following is the complete list of modules that may be attached to bases, with the fighter module being quite common as fighters are nearly always the bases main defence.

- Science module
- Hospital module
- Cargo module
- Fighter hanger module *(contains 12 fighter boxes (for 4 flights), 12 deck crews and 5 crew units)*
- Repair module
- VIP module
- Civilian cargo module

Ground Bases:

Ground bases are handled very similar to stations above, and basically follow all normal **SFB** rules for bases. The normal SSD modifications above should be made, but feel free to add shuttles to the bases.

The following are a good list of available **SFB** bases that can be used here:

- (R1.28D) Scientific Outpost
- (R1.28E) Small Mining Station
- (R1.28F) Agro Station
- (R1.28G) Small Military Garrison
- (R1.28H) Small Warning Station
- (R1.28L) Small Power Station

For the most part, most bases will be unarmed, but most should have some armour to account for the fact that they are generally built in fairly defensible areas.

The following SSD's can also be used to simulate the various fighter bases and small military outposts and defence stations built by both sides. For the most part, these should replace the standard ground defence and fighter bases from the original rules.

SSD'S

As there is no limit to the amount of bases that can be situated in one ground area on a planet, making larger bases (such as the Gamorray Capital) can be achieved by simply adding several bases together, making attackers having to choose between their targets.

GBCC Cylon Command Base

The Cylon command base is a special base that is used to control large facilities and the Cylons that man them. It is not an offensive structure in itself, but instead is a command and control facility. Any collection of facilities involving more than three different types of base requires a GBCC to co-ordinate the actions of the bases. There will never be more than one GBCC controlling a single set of bases.

A GBCC is intentionally hidden and disguised, and for good reason - if it were to be located and knocked out, all other bases under it is command would lose their ability to function and be rendered inoperable. Something that happened at the Battle of Gamorray.

To simulate this, use the following rules.
A GBCC may not be attacked until it is identified. To do this, the attacker must have a Tactical intelligence rating of M. Once the base has been identified, it may then be attacked as normal. Tac Intel of M is difficult to get, and no ship wants to be hanging around whilst being shot at. Thus another way to get it is for fighters to be assigned to ground recon missions. For this, the fighter (or flight) must not engage in combat on the turn of spotting and must enter the planets atmosphere to do a fly over of the base. The success rating of this fly-by is determined by a die roll.

Fighter unit	**Die roll**
Asp Fighter	3
Fighter flight of 7-8 ships	3
Fighter flight of 5-6 ships	2
Fighter flight of 3-4 ships	1
Fighter flight of 1-2 ships	5-

The die roll is 1d6, except for a fighter flight of 1-2 fighters, which rolls 2d6.
If the number required or lower is rolled, then the GBCC has been located. It may then be attacked as normal.

If the GBCC is destroyed, then all bases under it is control are rendered inoperable. They may not fire any more weapons, launch more fighters or take other actions. Fighters in flight may still function as normal, and boarding parties may still continue to repel attackers.

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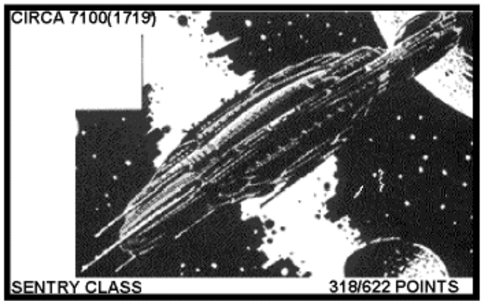
STAR BLAZERS FLEET BATTLE SYSTEM


CIRCA 7100(1719)

SENTRY CLASS 318/622 POINTS

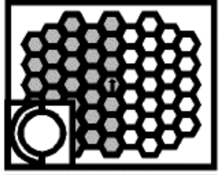
CARGO MANIFEST-1.5 CARGO FACTORS EACH

1					
2					

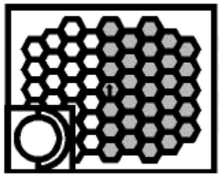
UNIT NAME: UNIT NUMBER:

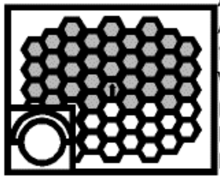
SUPPORT CRAFT							1
SUPPORT CRAFT							2

SKA FRAXIAN UNION



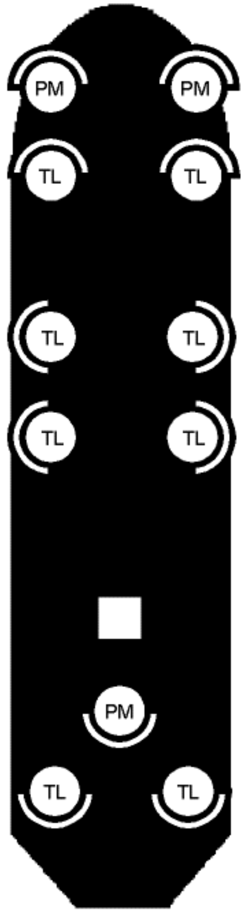
SUPPORT CRAFT
BAY POINTS: 320
BATPLECRAFT
BAY POINTS: 0
NORMALLY DEPLOYS
8 SHUTTLES





BG RULES BY
RICHARD LECLERQ
PICTURES FOUND AT
http://www.shipschematics.net/
ADDITIONAL MATERIAL FOUND
AT http://staff.bus.bton.ac.uk/fesg/bsg/
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)
INSIGNIA BY
MARK VANSEVENANDT

1



WARSHIP HULL STRUCTURE

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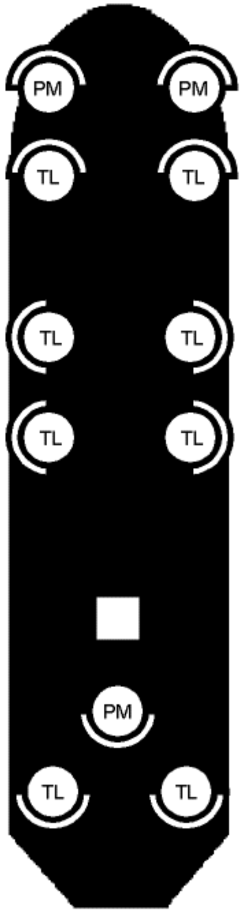
SHIP SYSTEMS

COMMAND BRIDGE	SPECIAL WEAPON SYSTEM
BATPLE BRIDGE	SPACE DEFENSE SYSTEM
NAVIGATION BRIDGE	CARGO CAPACITY
RADAR RANGE: 50	
HANGAR DECK LAUNCH: 4 REARM: 4	

2



WARSHIP HULL STRUCTURE

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SHIP SYSTEMS

COMMAND BRIDGE	SPECIAL WEAPON SYSTEM
BATPLE BRIDGE	SPACE DEFENSE SYSTEM
NAVIGATION BRIDGE	CARGO CAPACITY
RADAR RANGE: 50	
HANGAR DECK LAUNCH: 4 REARM: 4	

TURBO LASER-HEAVY PULSE MODE

TL-H	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%	
	0		1-2		3-4		5-6	
	3D10	30	3D8+1	25	2D10	20	3D4+3	15

NOTE: ANY 4 TURBO LASERS MAY BE COMBINED TO CREATE A HEAVY PULSE SYSTEM. THE COLONIALS MAY USE BATTERIES THAT ARE OUT OF ARC TO SUPPORT. AT LEAST 2 MUST BE IN ARC, HOWEVER.

POWER ACCUMULATION LOG- 1D6 STATIONARY / 1D4 MOVING

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										

MOVEMENT LOG

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										

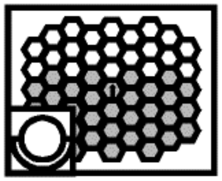
SKAFRAXIAN DEFENSE CRUISER(450M)

TURBO LASER BATTERY / DP MODE

TL	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%		DP MODE SAME HEX 50%	DP MODE SHORT 40%	DP MODE MEDIUM 30%	DP MODE LONG 20%
	0		1-2		3-4		5-6		0	1-2	3-4	5-6
	1D6	6	1D6	5	1D4	4	1D4	3	1 DIE ROLL PER BATTERY			1D4

MEDIUM PULSAR / DP MODE

PM	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%		DP MODE SAME HEX 20%	DP MODE SHORT 10%	DP MODE MEDIUM 5%	DP MODE LONG --%	ROF
	0		1-4		5-8		9-12		0	1-4	5-8	9-12	1 PER TURN
	1D10	10	1D8	8	1D6	6	1D6	5	1 DIE ROLL PER EVERY 2 BATTERIES			1D4	
	0		1-5		6-10		11-15		0	1-5	6-10	11-15	1 PER 2 TURNS
	1D12	12	1D10	10	1D8	8	1D6	6	1 DIE ROLL PER BATTERY			1D4	
	0		1-6		7-12		13-18		0	1-6	7-12	13-18	1 PER 3 TURNS
	3D6	14	1D12	12	1D10	10	1D8	8	1 DIE ROLL PER BATTERY			1D4	



NOTE, THE TACTICAL AND STRATEGIC WARP COST ARE ONLY USED TO DETERMINE IF A SHIP CAN LEAVE THE BATTLEFIELD.

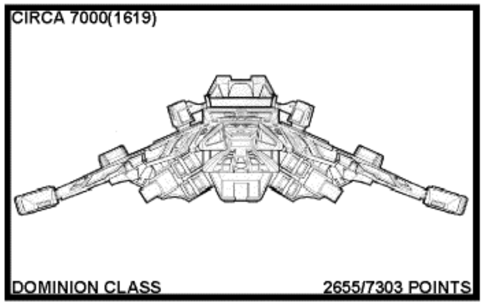
WARSHIP DATA

WARSHIP CLASS	5	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITY	2
POWER RATING FACTOR	6		
TACTICAL WARP COST	(25)	STRATEGIC WARP COST	(50)

TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST
	1-6	1 HEX	1.0 PRF	1.0 PRF
	7-12	2 HEXES	1.0 PRF	1.0 PRF

STAR BLAZERS FLEET BATTLE SYSTEM

CIRCA 7000(1619)



DOMINION CLASS 2655/7303 POINTS

HEAVY PLASMA CANNON

HPL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG
STD MODE	0	1-10	11-20	21-30	20
HVY MODE	0	1-5	6-10	11-15	30
LR MODE	0	1-15	16-30	31-45	10

PLASMA DEFENSE ARRAY

PDA	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0	1-3	4-6	7-9
	1D8+1	1D8	1D6	1D6

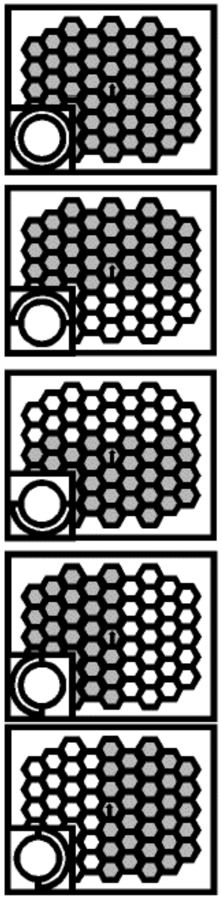
DMG AM/AT/ABC=AT RANGE

UNIT NAME:	UNIT NUMBER:
SUPPORT CRAFT ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐	

CHITAIN EMPIRE

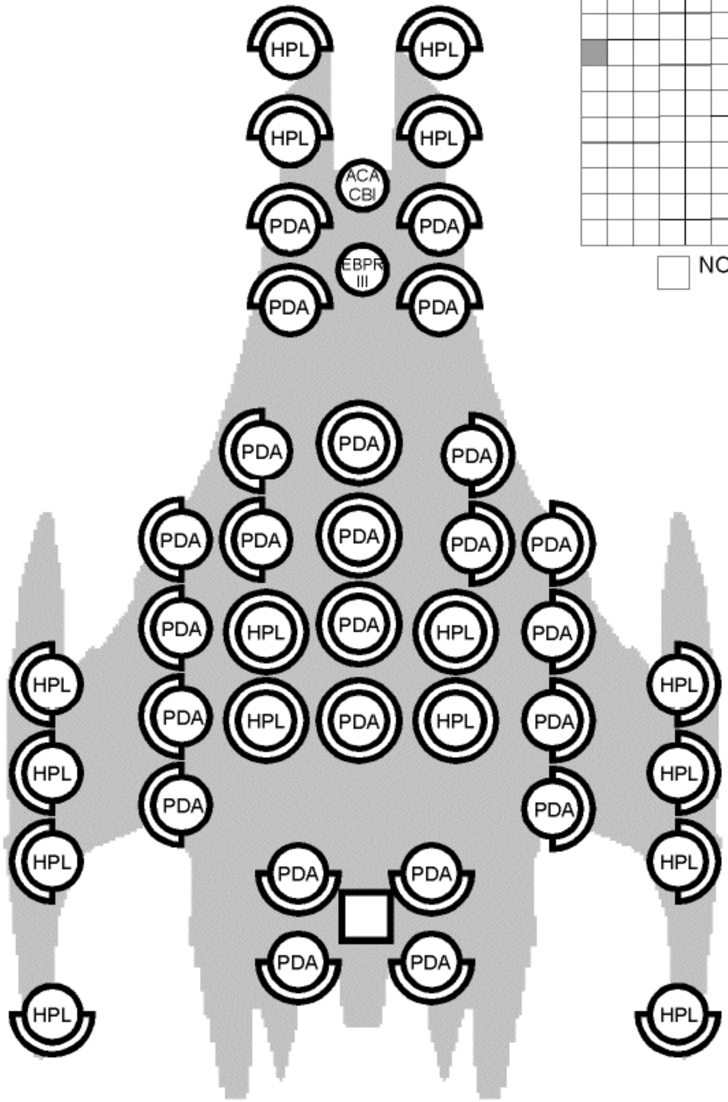
WARSHIP HULL STRUCTURE

☐ NOTE: EACH BOX REQUIRES 2 POINTS TO DESTROY



NOTE, THE TACTICAL AND STRATEGIC WARP COST ARE ONLY USED TO DETERMINE IF A SHIP CAN LEAVE THE BATTLEFIELD.

BG RULES BY RICHARD LECLERQ
OUTLINE BY MATT BROCK
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)



SHIP SYSTEMS

COMMAND BRIDGE	SPECIAL WEAPON SYSTEM
BATTLE BRIDGE	SPACE DEFENSE SYSTEM
NAVIGATION BRIDGE	
RADAR RANGE: 100	CARGO CAPACITY
HANGAR DECK LAUNCH: 36 REARM: 36	HANGAR DECK LAUNCH: 18 REARM: 18

SUPPORT CRAFT
BAY POINTS: 800
BATTLECRAFT
BAY POINTS: 4320
NORMALLY DEPLOYS
80 FIGHTERS AND 20
SHUTTLES

CARGO MANIFEST-12 CARGO FACTORS

1					

MOVEMENT LOG

TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10

POWER ACCUMULATION LOG- 1D10 STATIONARY / 1D10 MOVING

TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10

WARSHIP DATA

WARSHIP CLASS	32	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITY	3
POWER RATING FACTOR	3		
TACTICAL WARP COST	(45)	STRATEGIC WARP COST	(90)

TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST
	1-4	1 HEX	1.0 PRF	1.0 PRF
	5-8	2 HEXES	1.5 PRF	2.0 PRF
	9-12	2 HEXES	2.0 PRF	3.0 PRF

CHITAIN DREADNOUGHT(1600M)

STAR BLAZERS FLEET BATTLE SYSTEM

UNIT NAME:

UNIT NUMBER:

SUPPORT CRAFT

THE 12 COLONIES

CIRCA 6000(619)

AGAMEMNON-S CLASS 678/2174 POINTS

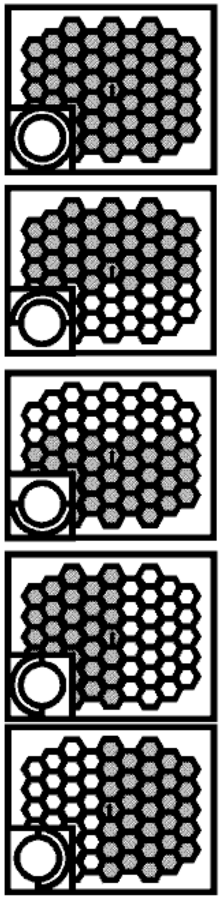
TURBO LASER BATTERY-EARLY DP MODE

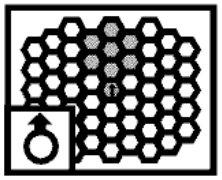
TLE	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%		SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
	0		1-2		3-4		5-6		0	1-2	3-4	5-6
	1D6	6	1D6	5	1D4	4	1D4	3	1 DIE ROLL PER EVERY 2 BATTERIES			1D4

NOTE, THE TACTICAL AND STRATEGIC WARP COST ARE ONLY USED TO DETERMINE IF A SHIP CAN LEAVE THE BATTLEFIELD.

*UNOFFICIAL

SUPPORT CRAFT
BAY POINTS: 640
BATTLECRAFT
BAY POINTS: 960
NORMALLY DEPLOYS
72 SCARABS AND
16 SHUTTLES





MEDIUM PULSAR DP MODE

PM	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%		SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG --%	ROF
	0		1-4		5-8		9-12		0	1-4	5-8	9-12	1 PER TURN
	1D10	10	1D8	8	1D6	6	1D6	5	1 DIE ROLL PER EVERY 2 BATTERIES			1D4	
	0		1-5		6-10		11-15		0	1-5	6-10	11-15	1 PER 2 TURNS
	1D12	12	1D10	10	1D8	8	1D6	6	1 DIE ROLL PER BATTERY			1D4	
	0		1-6		7-12		13-18		0	1-6	7-12	13-18	1 PER 3 TURNS
	3D6	14	1D12	12	1D10	10	1D8	8	1 DIE ROLL PER BATTERY			1D4	

BATTLECRAFT TYPE: FG:#________ MISSION TYPE: FG:#________ MISSION TYPE: FG:#________ MISSION TYPE:
SPEED:

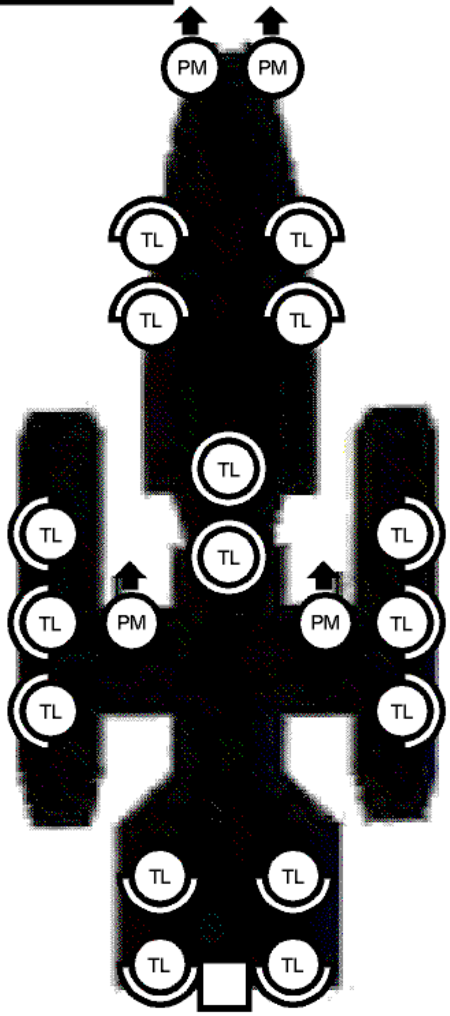
BATTLECRAFT TYPE: FG:#________ MISSION TYPE: FG:#________ MISSION TYPE: FG:#________ MISSION TYPE:
SPEED:

BATTLECRAFT TYPE: FG:#________ MISSION TYPE: FG:#________ MISSION TYPE: FG:#________ MISSION TYPE:
SPEED:

BATTLECRAFT TYPE: FG:#________ MISSION TYPE: FG:#________ MISSION TYPE: FG:#________ MISSION TYPE:
SPEED:

WARSHIP HULL STRUCTURE

1
1
1
1
1
2
2
2
2
E



SHIP SYSTEMS

COMMAND BRIDGE	SPECIAL WEAPON SYSTEM
BATTLE BRIDGE	
NAVIGATION BRIDGE	SPACE DEFENSE SYSTEM
RADAR RANGE: 50	CARGO CAPACITY
HANGAR DECK LAUNCH: 24 REARM: 24	HANGAR DECK LAUNCH: 12 REARM: 12

CARGO MANIFEST-1.5 CARGO FACTORS

1

MOVEMENT LOG

TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10

POWER ACCUMULATION LOG- 1D6 STATIONARY / 1D4 MOVING

TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10

BG RULES BY RICHARD LECLERQ
PICTURES FOUND AT
http://www.shipschematics.net/
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
DESIGNED BY STEVE WILSON
SHIP OUTLINE FOUND AT:
http://customer.wcta.net/tollila
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

WARSHIP DATA

WARSHIP CLASS	10	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITY	3
POWER RATING FACTOR	3		
TACTICAL WARP COST	(35)	STRATEGIC WARP COST	(70)

TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST
	1-4	1 HEX	1.0 PRF	1.0 PRF
	5-8	2 HEXES	1.5 PRF	2.0 PRF
	9-12	2 HEXES	2.0 PRF	3.0 PRF

COLONIAL EARLY BATTLESHIP-STRIKE MODEL(950M)

COLONIAL FLEET REPAIR DOCK

CREW UNITS

									10
	✱								20
									30
									40
									50
									60
									70
									80

BOARDING PARTIES

									10
	12								

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

SHIP DATA TABLE

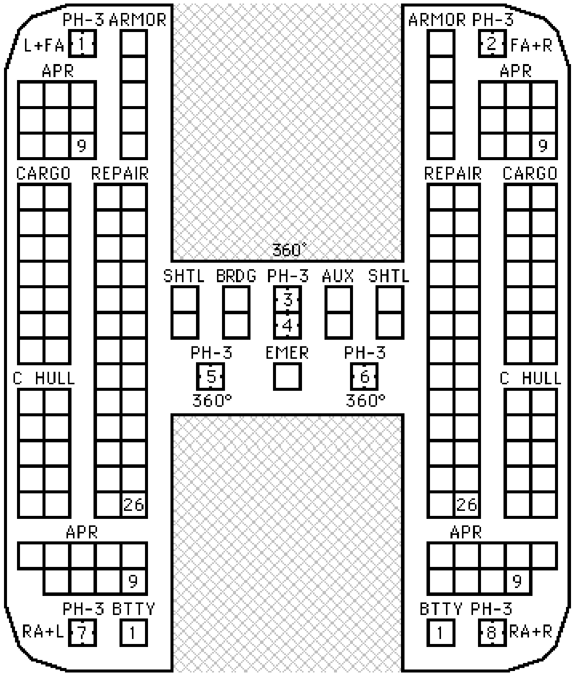
TYPE = FRD
POINT VALUE = 81
FIGHTER PV = + 0
LIFE SUPPORT = 2
SIZE CLASS = 2
MOVEMENT COST = 2

TYPE 3 PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4–8	9–15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TURN MODE		SPEED
J	1	1–2
	2	3–4
	3	5–6
	4	7–8
	5	9–11
	6	12–14
	7	15–17
	8	18–20
	9	21–24
	10	25–28
	11	29+

CAN NOT USE HET



SENSOR

6	6	0

SCANNER

0	0	9

DAMCON

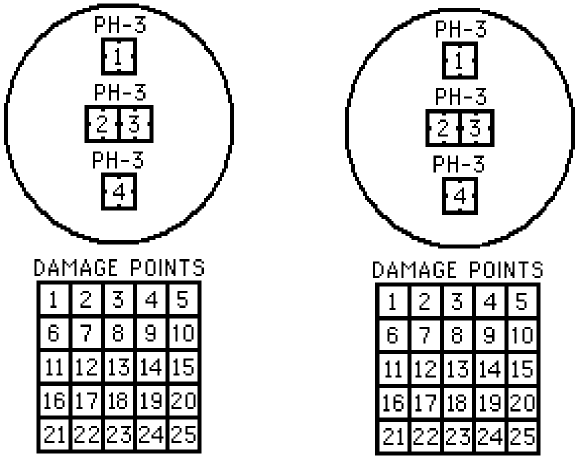
8	6	6	4	4	4	2	0

EXCDAM

4	3	2	1

COLONIAL ANTI- FIGHTER DEFENCE SATELLITES

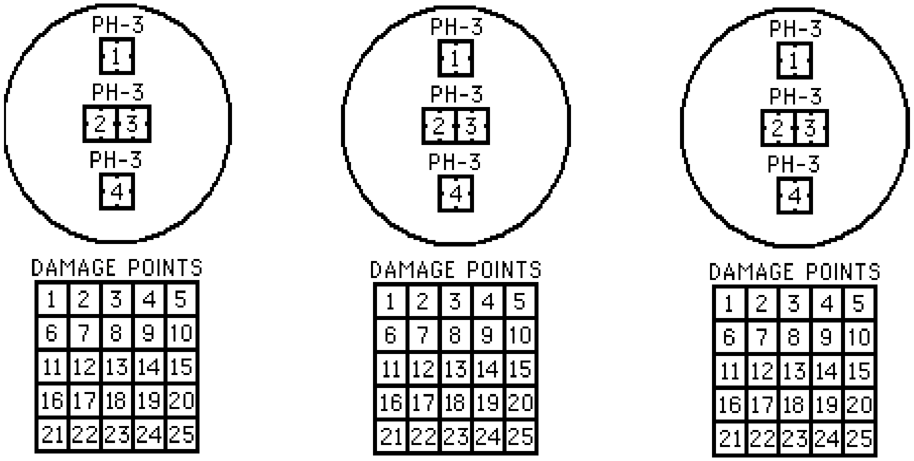
HIGH ORBIT



SHIP DATA TABLE		
TYPE	=	DEFSAT
POINT VALUE	=	4
SIZE CLASS	=	7

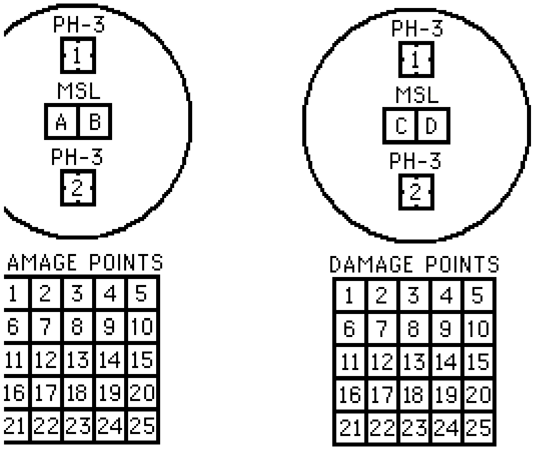
ALL WEAPONS ARE 360° ARC

LOW ORBIT



COLONIAL MISSILE DEFENCE SATELLITES

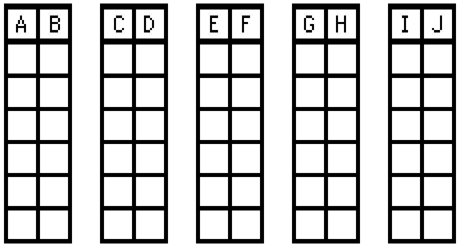
HIGH ORBIT



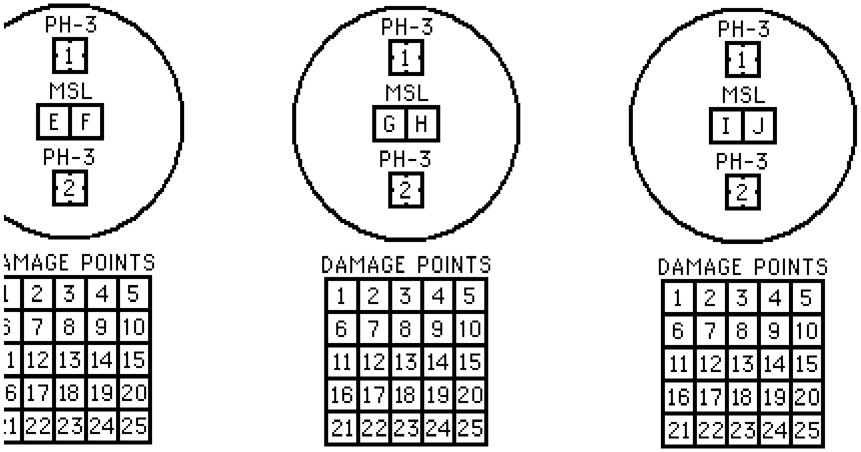
SHIP DATA TABLE		
TYPE	=	DEFSAT
POINT VALUE	=	11
SIZE CLASS	=	7

ALL WEAPONS ARE 360° ARC

MISSILES



LOW ORBIT



CIVILIAN YACHT

TYPE 1

CREW UNITS

☐

BOARDING PARTIES

☐☐☐☐☐☐☐☐☐ 10

☐☐☐☐☐☐

SENSOR	SCANNER
6	0
3	5
0	9

DAM CON	EX DAM
2	☐
0	☐

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	☐☐☐☐☐☐	

SHIP DATA TABLE

TYPE = YACHT

POINT VALUE = 16

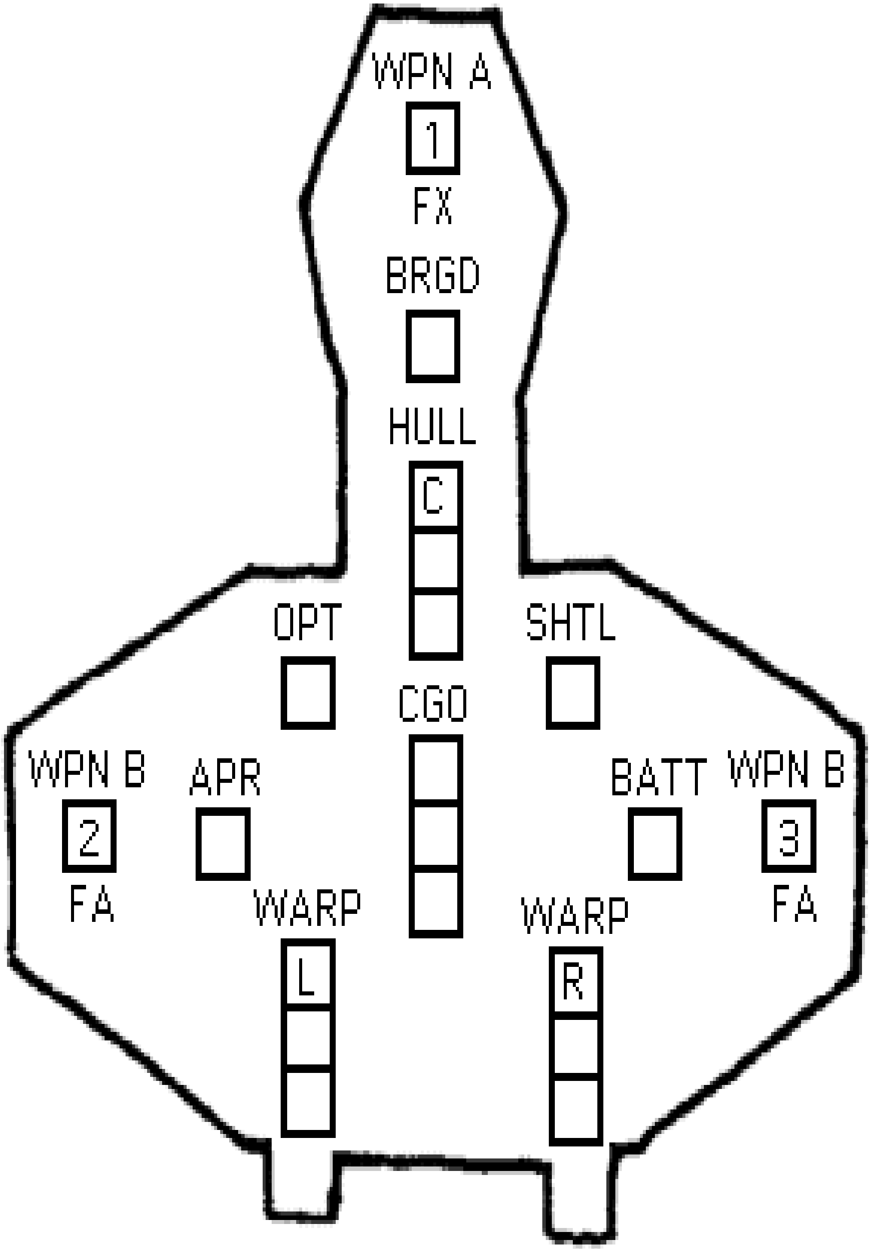
LIFE SUPPORT = .33

SIZE CLASS = 5

MOVEMENT COST = .33

TURN	MODE	SPEED
A	1	2 - 6
	2	7 - 12
	3	13-19
	4	21 - 26
	5	27+

NIMBLE SHIP



COLONIAL SYSTEM ACTIVITY MAINTENANCE STATION

CREW UNITS

									10
									20

ADMINISTRATIVE SHUTTLES

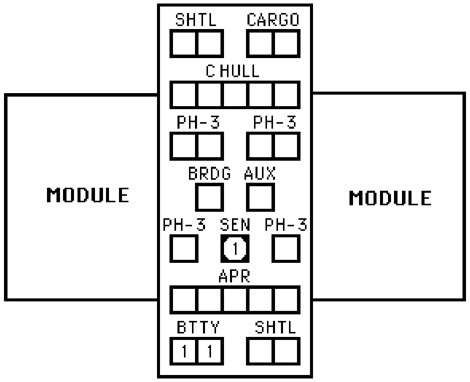
IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

SHIP DATA TABLE

TYPE = SAM
POINT VALUE = 25
FIGHTER PV = +64 EA
LIFE SUPPORT = 1/2
SIZE CLASS = 4
HANGER MODULE = +7



ALL WEAPONS ARE 360° ARC.

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SENSOR	SCANNER	DAM CON	EX DAM
6	0	2	
5	2	2	
2	5	2	
0	9	0	

ALPHA HANGER MODULE
VIPER FIGHTER FLIGHT

	1			2			3			4		
HIT 3	1			1			1			1		
	2			2			2			2		
HIT 2	3			3			3			3		
	4			4			4			4		
	5			5			5			5		
HIT 1	6			6			6			6		
	7			7			7			7		
	8			8			8			8		

BETA HANGER MODULE
VIPER FIGHTER FLIGHT

	5			6			7			8		
HIT 3	1			1			1			1		
	2			2			2			2		
HIT 2	3			3			3			3		
	4			4			4			4		
	5			5			5			5		
HIT 1	6			6			6			6		
	7			7			7			7		
	8			8			8			8		

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM, ECCM, OR O-EW
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENTIFIC INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

ALPHA HANGER MODULE

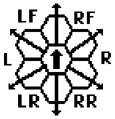
FIGHTERS

1		
2		
3		
4		

BETA HANGER MODULE

FIGHTERS

		5
		6
		7
		8



COLONIAL ONE

INTERSUN LUXERY LINER

CREW UNITS
☐☐

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS NO SHUTTLE BAY.		

SHIP DATA TABLE

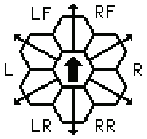
TYPE = COL1
BPV = 14
EPV = 16
BREAKDOWN = 3-6
LIFE SUPPORT = 1/2
SIZE CLASS = 5
REFERENCE = R76.330
REPAIR COST = 260
EXPLOSIVE STR = 0

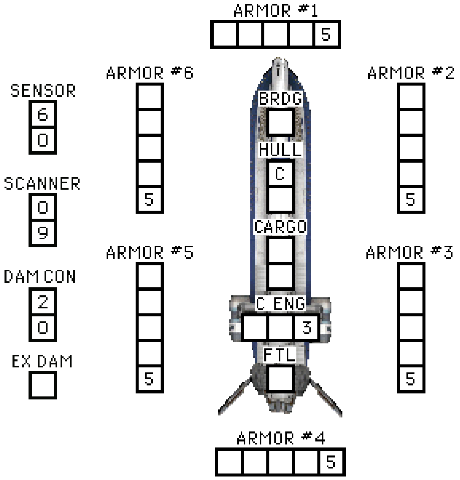
BOARDING PARTIES
NONE

QCS DATA TABLE

		NORMAL	CRIPPLED
ATTACK	=	0	0
DEFENSE	=	2	1
SPECIAL	=	0AF	0AF

TURN MODE AAA		SPEED
NO HET	1	2 – 16
BD ☐☐	2	17+





MOVEMENT COST = 1/10

SPEED	1–10	11–20	21–30
Standard	1	2	3

10 = FTL COST

COLONIAL
EARLY DESTROYER
HERMOOR CLASS

CREW UNITS

			✕							10
										20

BOARDING PARTIES

					6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

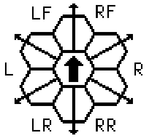
SHIP DATA TABLE

TYPE	=	YDD
BPV	=	98
EPV	=	107
BREAKDOWN	=	6
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R76.336
REPAIR COST	=	1360
EXPLOSIVE STR	=	11

COLONIAL CLOSE-IN WEAPON SYSTEM (CIWS)

RANGE	0-1	2-3	4-5
HIT# (SC1-5)	1-4	1-3	1-2
HIT# (SC6)	1-3	1-2	1
HIT# (SC7+)	1-2	1	0
DAMAGE	4	4	4

Power Cost = 0.5 per Turn.
Rate of Fire = 1 per Imp.
1/2 DAM VS SC4+



FA = LF + RF
RA = LR + RR

TURN MODE		SPEED
B	1	2 - 5
	2	6 - 10
	3	11 - 15
	4	16 - 21

CAN NOT USE HET

COLONIAL FIGHTER RAILGUN TABLE

RANGE	0-1	2-3	4-5
HIT#	1-3	1-2	1
DAMAGE	4	4	4

ROF = 4 per Turn.
1/2 DAM VS SC4+

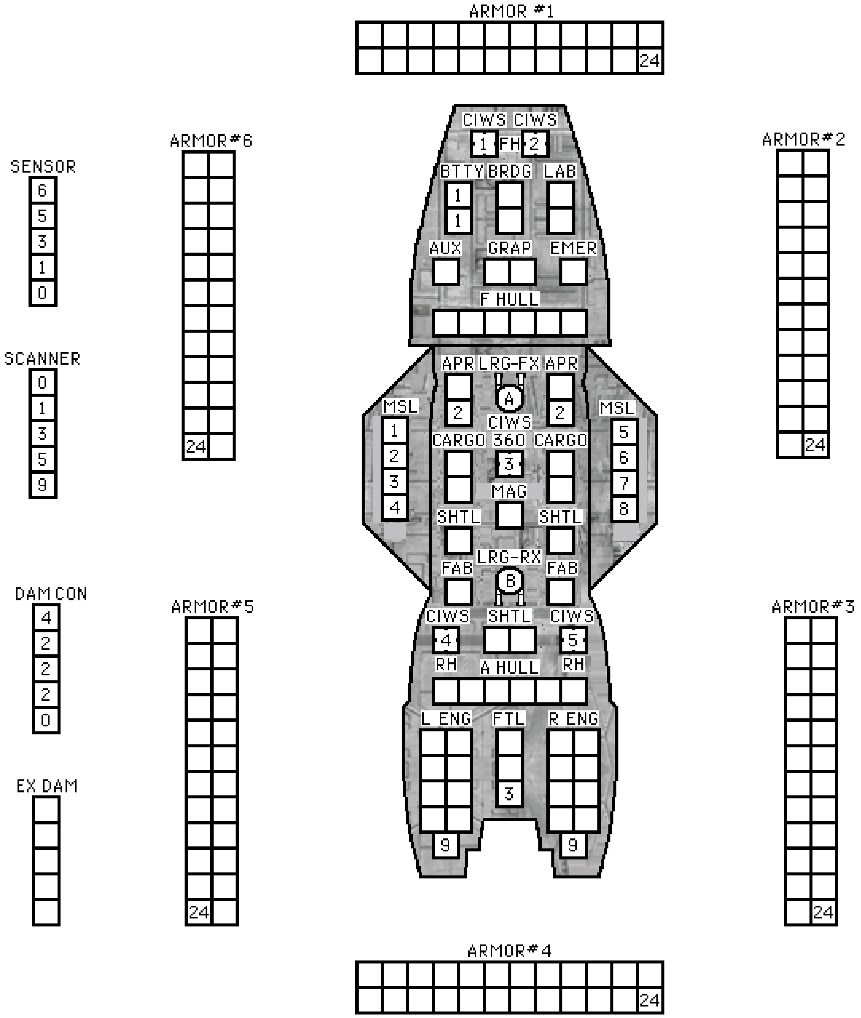
QCS DATA TABLE

		NORMAL	CRIPPLED
ATTACK	=	4	2
DEFENSE	=	11	5
SPECIAL	=	12AF	6AF
	=	3PB	2PB

COLONIAL LIGHT RAILGUN TABLE

RANGE	0	1-2	3-4	5-6	7-8	9-10
HIT#	1-6	1-5	1-4	1-3	1-2	1
DAMAGE	8	8	8	8	8	8

Power Cost = 1 Rate of Fire = 1 per Turn.



MOVEMENT COST = 1/2 ENERGY POINT PER HEX $\boxed{10}$ = FTL COST

SPEED	1	2	3	4	5	6	7	8	9	$\boxed{10}$	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
Standard	1	1	2	2	3	3	3	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15	15½	16	16½	17	17½	18

CYLON SUPER BASESTAR

THE SECOND COMING

CREW UNITS

									10
									20
									30
								*	40
									50
									60
									70
									80
									90
									100
									110

BOARDING PARTIES

									10
									20
									30
									40
									50
				50					

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE = SSCS
POINT VALUE =
FIGHTER PV = +960
LIFE SUPPORT = 3
SIZE CLASS = 1
MOVEMENT COST = 6

TURN MODE		SPEED
F	1	2 – 3
	2	4 – 5
	3	6 – 9
	4	10–13

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6–8	9–15	16–25
1	9	8	7	6	5	5	4	3	2
2	8	7	6	5	5	4	3	2	1
3	7	5	5	4	4	4	3	1	0
4	6	4	4	4	4	3	2	0	0
5	5	4	4	4	3	3	1	0	0
6	4	4	3	3	2	2	0	0	0

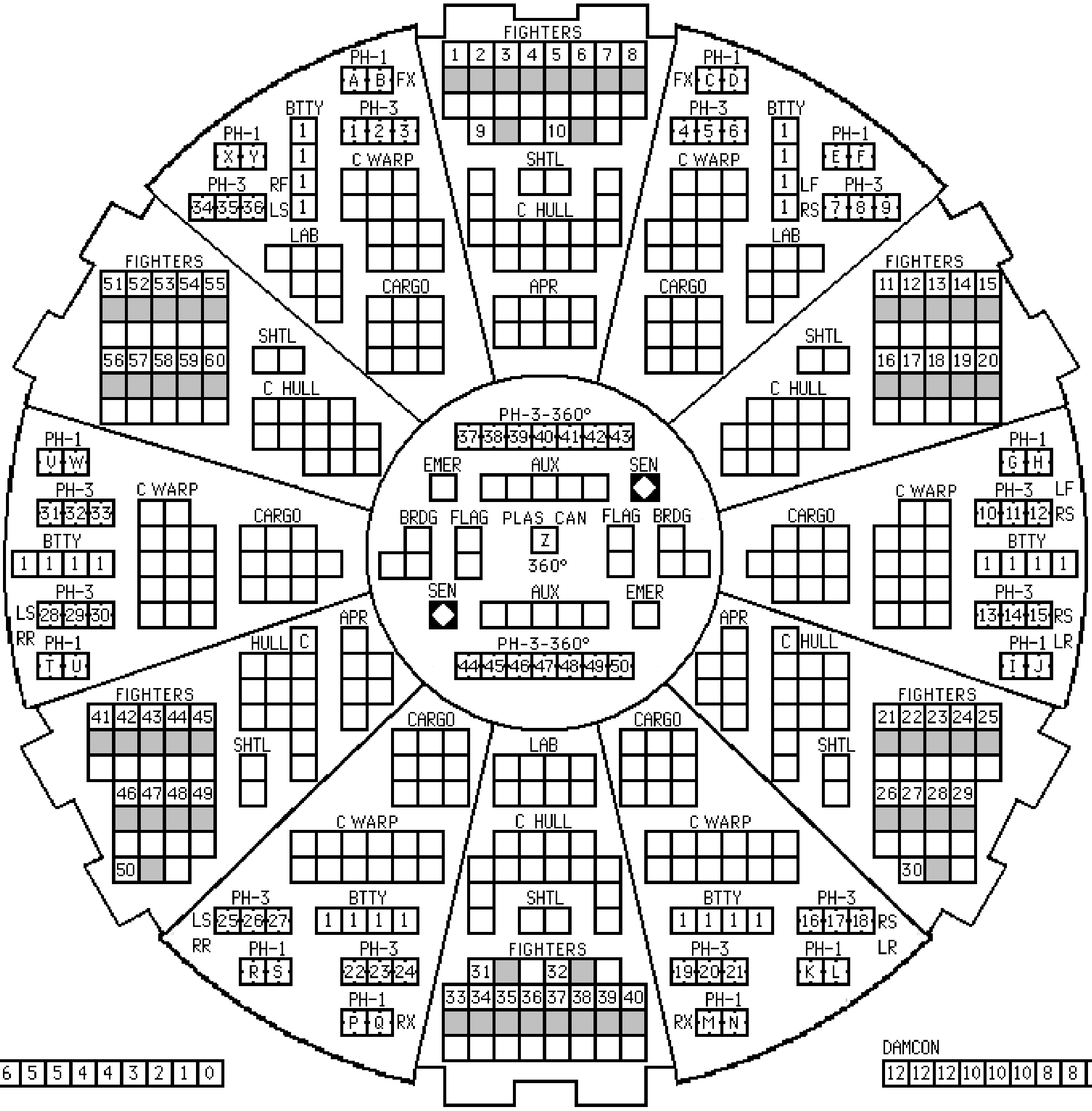
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4–8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

PLASMA CANNON TABLE

RANGE	0–30	31+
TYPE R	50	0
TYPE S	30	0
TYPE G	20	0
TYPE F	20	0

ARMOR FH



ARMOR RH

SENSOR

6	6	6	6	5	5	4	4	3	2	1	0

SCANNER

0	0	0	0	1	1	2	3	3	5	7	9

DAMCON

12	12	12	10	10	10	8	8	6	6	4	4	2	2	0

EXCDAM

16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

WARP ENERGY MOVEMENT COST = 6 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
Standard	6	12	18	24	30	36	42	48	54	60	66	72

COLONIAL BATTLESTAR
GALACTICA
(UPGRADED)

CREW UNITS

10
20
30
40
50
60

DECK CREWS

10
20
30
40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

SHIP DATA TABLE

TYPE = CVA-G+
POINT VALUE = 186
FIGHTER PV = +400
LIFE SUPPORT = 2
SIZE CLASS = 2
MOVEMENT COST = 2

VARIANT SHIELDS = +23

SENSOR

6
6
6
5
3
1
0

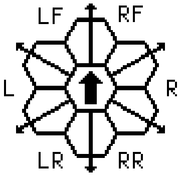
SCANNER

0
0
0
1
3
5
9

DAM CON

6
4
4
2
2
2
0

EX DAM



ASP

1 3
2 4

ASP

5 7
6 8

VIPER II FIGHTER FLIGHTS

1 2 3 4 5

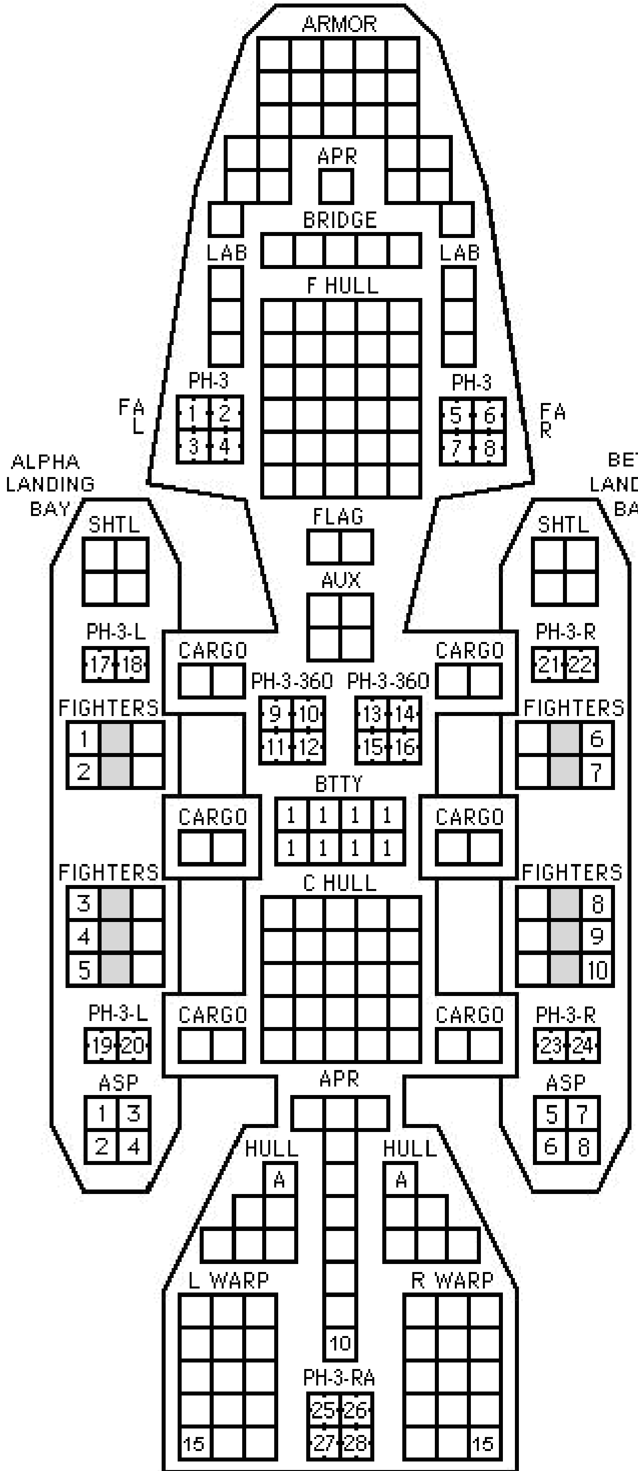
VIPER II FIGHTER FLIGHTS

6 7 8 9 10

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

TURN MODE		SPEED
D	1	2 - 4
	2	5 - 8
	3	9 -12
	4	13-17
	5	18-24
	6	25+



COLONIAL BATTLESTAR PEGASUS

(maximum press)

CREW UNITS

10
20
30
40
50
60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

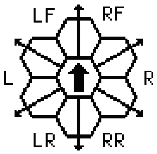
SHIP DATA TABLE

TYPE = CVA-P+
POINT VALUE = 186
FIGHTER PV = +400
LIFE SUPPORT = 2
SIZE CLASS = 2
MOVEMENT COST = 2

DECK CREWS

10
20
30
40

BOARDING PARTIES



ASP

1	3
2	4

ASP

5	7
6	8

VIPER II FIGHTER FLIGHTS

		1	2	3	4	5
HIT 3	1					
	2					
HIT 2	3					
	4					
	5					
HIT 1	6					
	7					
	8					

VIPER II FIGHTER FLIGHTS

		6	7	8	9	10
HIT 3	1					
	2					
HIT 2	3					
	4					
	5					
HIT 1	6					
	7					
	8					

TYPE III DEFENSE PHASER

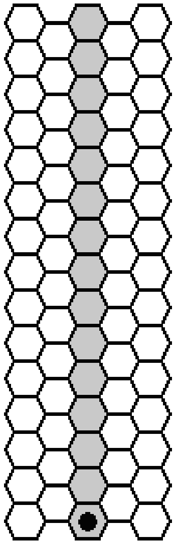
DIE ROLL	RANGE 0	1	2	3	4-8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

TURN MODE D	SPEED
1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

Pegasus Cannon

Range	Damage Scored
0-1	6x energy discharged
2-10	4x energy discharged
11-15	3x energy discharged
16-20	1x energy discharged

Pegasus Cannon FIRING ARC



SENSOR

6
6
6
5
3
1
0

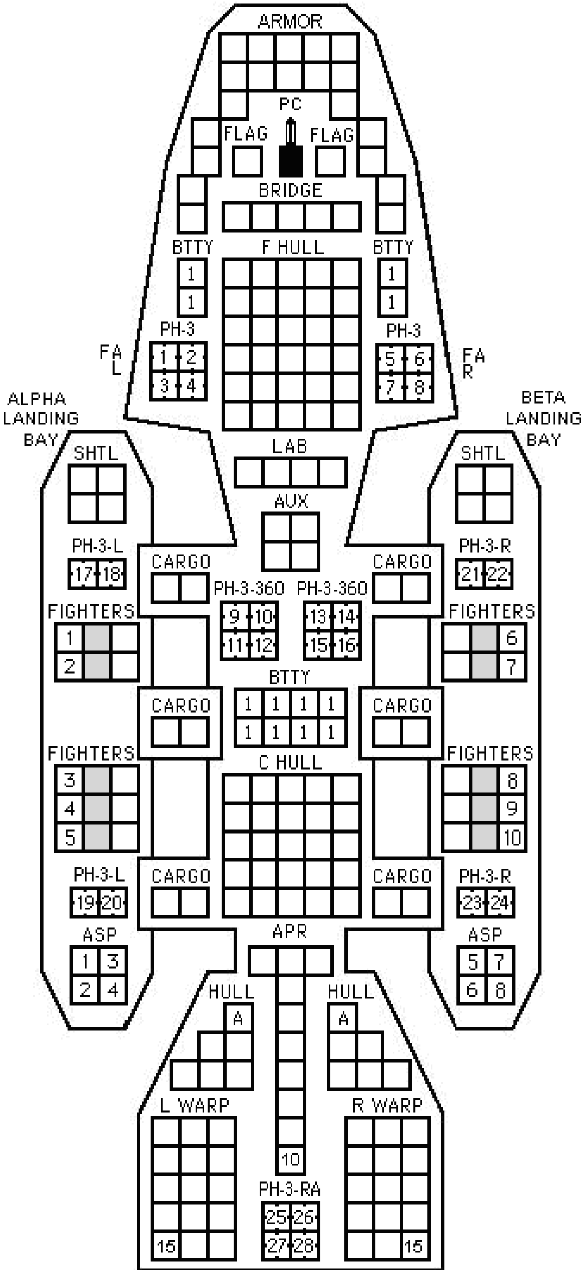
SCANNER

0
0
0
1
3
5
9

DAM CON

6
4
4
2
2
2
0

EX DAM



CYLON *HADES* CLASS BASESTAR

UPGRADED

CREW UNITS

									10
									20
									30

BOARDING PARTIES

									10

DECK CREWS

									10
									20
									30
									40
									50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

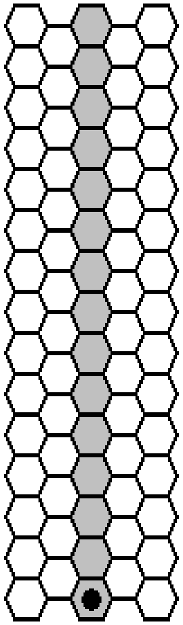
TYPE	= SCS
POINT VALUE	= 143
FIGHTER PV	=+288
LIFE SUPPORT	= 1
SIZE CLASS	= 2
MOVEMENT COST	= 3

Baseship Energy Cannon

Range	Damage Scored
0-1	3x energy discharged
2-10	2x energy discharged
11-15	1x energy discharged

Energy Cannon

FIRING ARC

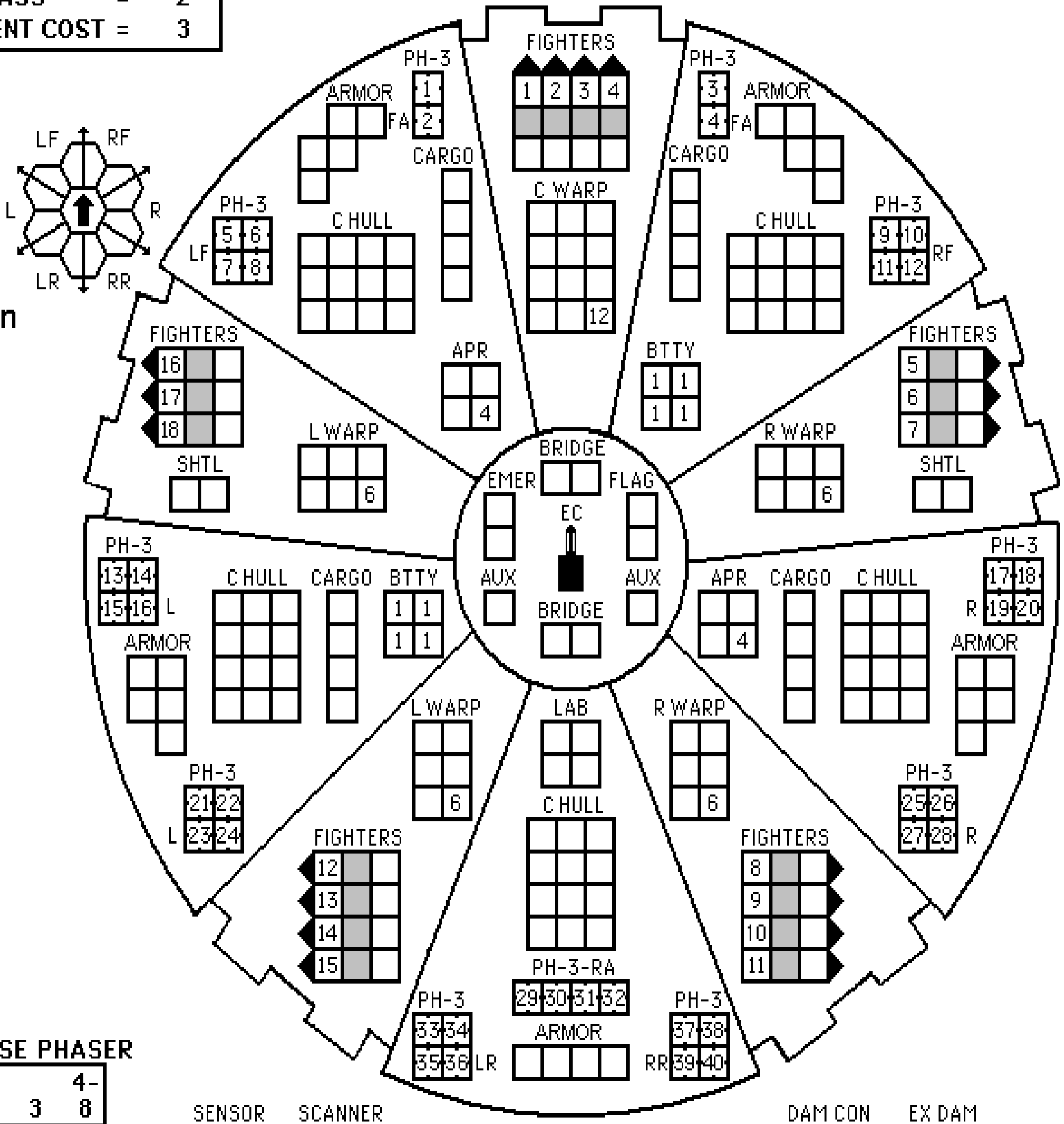


FIGHTER FLIGHTS

HIT	1	2	3	4	5	6
HIT 3	1	1	1	1	1	1
	2	2	2	2	2	2
HIT 2	3	3	3	3	3	3
	4	4	4	4	4	4
	5	5	5	5	5	5
HIT 1	6	6	6	6	6	6
	7	7	7	7	7	7
	8	8	8	8	8	8

HIT	7	8	9	10	11	12
HIT 3	1	1	1	1	1	1
	2	2	2	2	2	2
HIT 2	3	3	3	3	3	3
	4	4	4	4	4	4
	5	5	5	5	5	5
HIT 1	6	6	6	6	6	6
	7	7	7	7	7	7
	8	8	8	8	8	8

HIT	13	14	15	16	17	18
HIT 3	1	1	1	1	1	1
	2	2	2	2	2	2
HIT 2	3	3	3	3	3	3
	4	4	4	4	4	4
	5	5	5	5	5	5
HIT 1	6	6	6	6	6	6
	7	7	7	7	7	7
	8	8	8	8	8	8

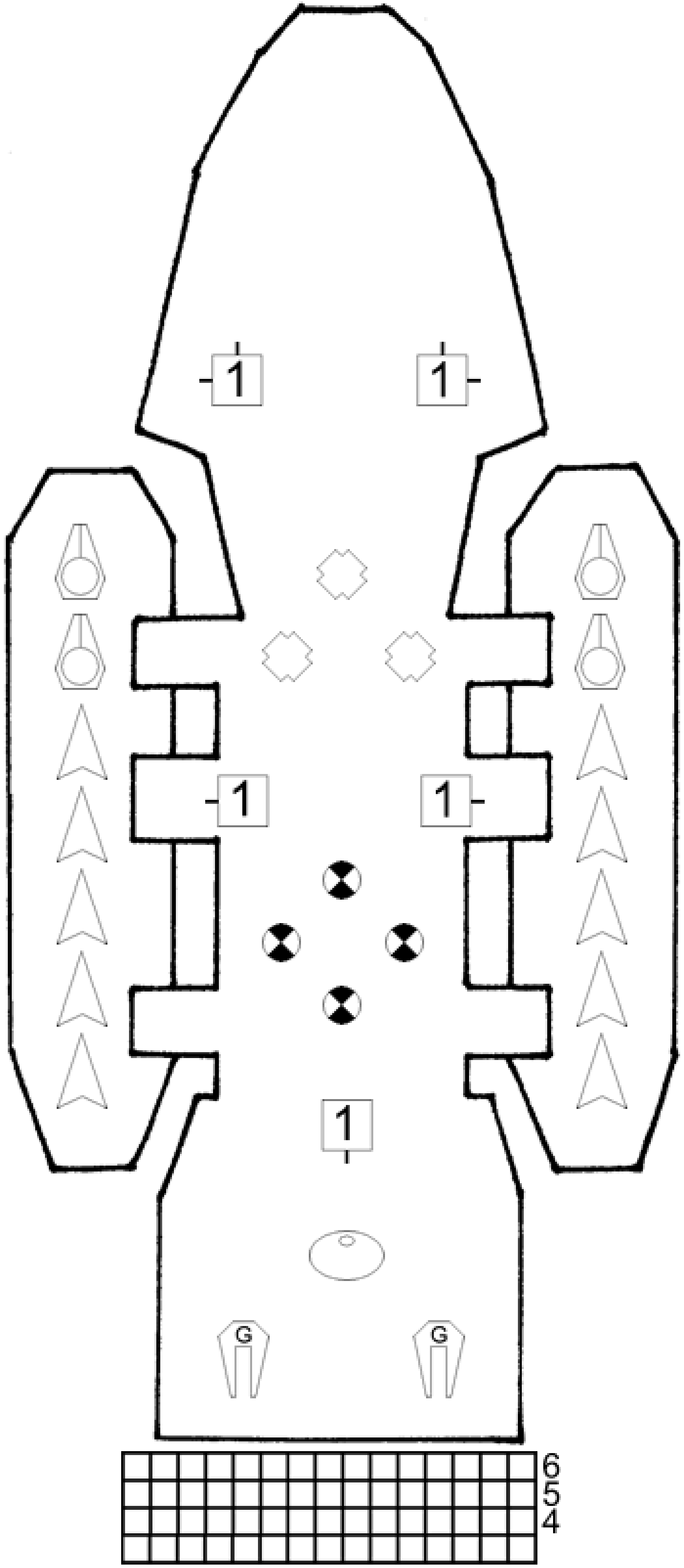


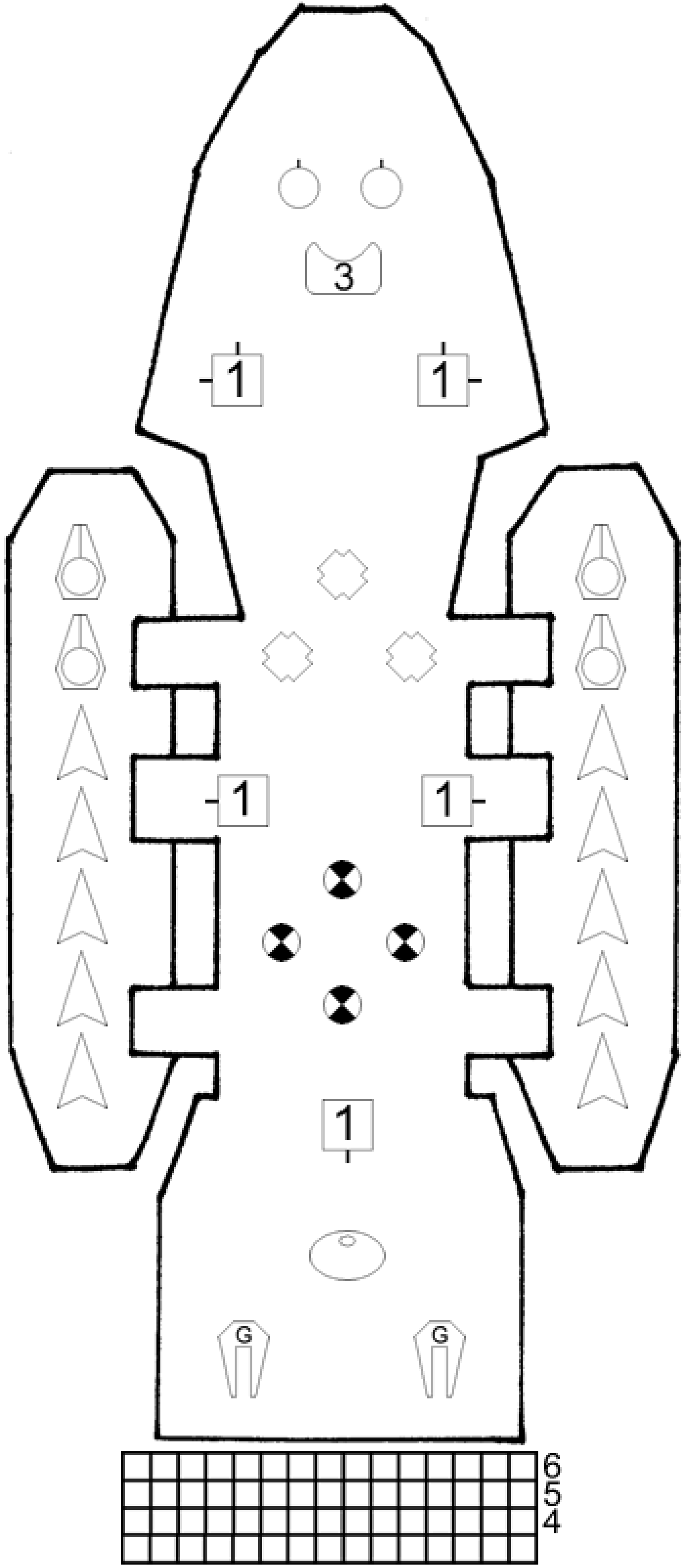
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

SENSOR	SCANNER	DAM CON	EX DAM
6	0	6	
6	0	4	
6	0	4	
5	1	2	
3	3	2	
1	5	2	
0	9	0	

	TURN MODE	SPEED
F	1	2 - 3
	2	4 - 5
	3	6 - 9
	4	10 - 13





COLONIAL

SMALL SCIENTIFIC OUTPOST STATION

BRDG	SHTL	SHTL	PH-3 (FH)
☐	☐	☐	1

C HULL

☐	☐	☐
☐	☐	☐

LAB

☐	☐	☐
☐	☐	☐

APR

☐	☐	☐

CARGO

☐	☐	☐

BASE DATA TABLE

TYPE = GSO
PT VAL = 14
LIFE = 0
SIZE = 5

CREW UNITS

							8

BRDNG PRTS

	2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

SENSOR		SCAN		DAM CON			EX DAM		
6	0	0	9	4	2	0			

PENTERE CLASS YACHT

Crew Units
1

Boarding Parties
☐☐☐☐☐☐☐☐ 8

Scanner
0
3
9

Sensor
6
3
0

Dam Con
2
0

Ex Damage
☐☐

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	1
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

Weapons may only be mounted in the WPN boxes. Both WPN B mounts be the same weapon. Non-weapon systmes may be mounted in either WPN or Option box, withthe exception of special sensors which may only be placed in WPN boxes. The BPV will need to be recalcuated by added systems.

WPN Systems:
Phaser 2, Phaser 3, Special Sensor

WPN or Option Systems:
Armour, Hull, Lab, Cargo, Barracks,

Other Systems:
Crew Unit, Boarding Party

SHIP DATA TABLE

TYPE = Yacht
POINTS VALUE = 14+
BREAKDOWN = 6
LIFE SUPPORT = 1/3
SIZE CLASS = 5

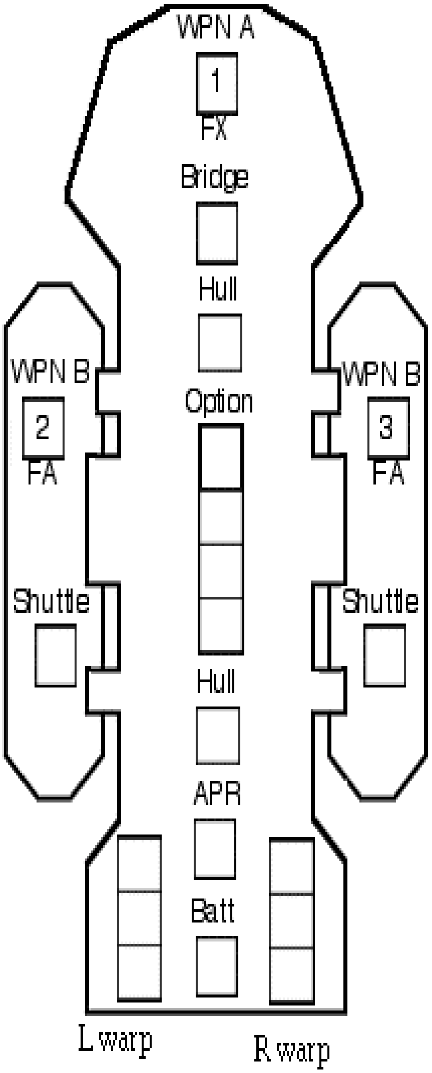
Turn Mode		Speed
A	1	2 - 6
	2	7 -12
	3	13-19
	4	20-26
	5	27+

Nimble Ship

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES
	☐☐☐☐☐☐	
	☐☐☐☐☐☐	

These are two seperate shuttle bays.



LIVERY CLASS AGRO SHIP

ADMIN SHUTTLES

IDENT	HIT POINTS						NOTES

Crew Units
1

Scanner	Sensor	Dam Con
0	6	2
3	3	0
9	0	

Ex Damage
☐☐

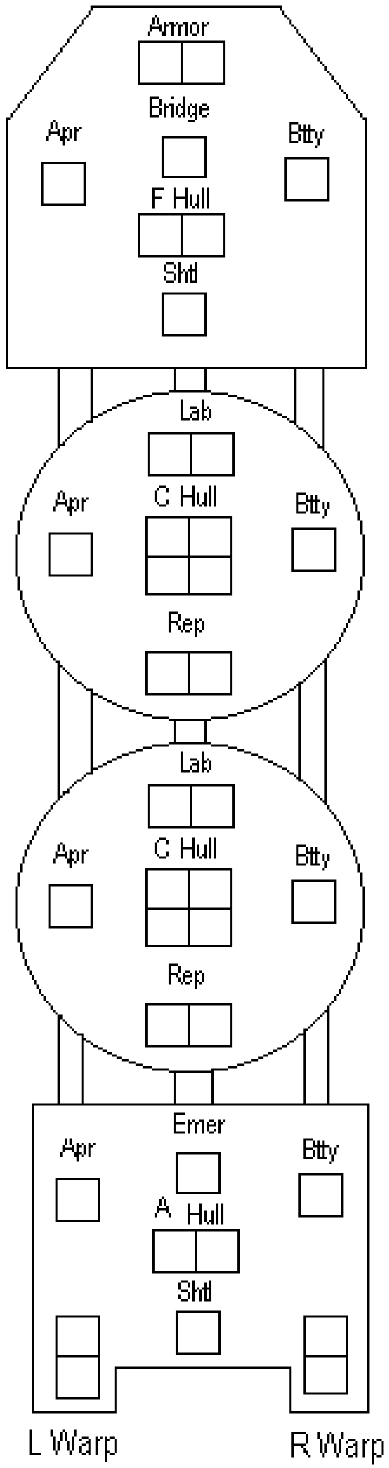
SHIP DATA TABLE

TYPE = Agro ship
POINTS VALUE = 20
BREAKDOWN = 1-6
LIFE SUPPORT = 1/2
SIZE CLASS = 4

Turn Mode		Speed
E	1	2-3
	2	4-6
	3	7-10
	4	11-14
	5	15-20

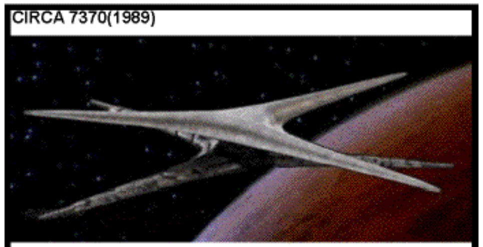
Movement cost 1/2

Special rules for Agro Ships:
Power from the front control pod and/or the propulsion pod can be used to power the two agro domes, but the power produced from the domes themselves cannot be used for any function outside that particular dome. The domes APR and BTTY are on a seperate system in case of ship wide power failure. The LAB are solely for monitoring and diagnosing the conditions in the dome. The REP is just for repairing the dome and may not be used to repair other parts of the ship. A domes C HULL is specifically designed for plant and animal life but could be used as a life boat for the ships crew. If there is enough power and oxygen producing plants in the dome, the crew could survive for years if needed.



STAR BLAZERS FLEET BATTLE SYSTEM

CIRCA 7370(1989)



DAMOCLES CLASS 2583/8425 POINTS

HEAVY PLASMA CANNON

HPL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG
STD MODE	0	1-10	11-20	21-30	20
HVY MODE	0	1-5	6-10	11-15	30
LR MODE	0	1-15	16-30	31-45	10

NOTE: NO DP MODE

PLASMA DEFENSE ARRAY

PDA	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0	1-3	4-6	7-9
	1D8+1	1D8	1D6	1D6

DMG AM/AT/ABC=AT RANGE

BG RULES BY HARDLEC
PICTURES FOUND AT
http://www.galactica2003.net/
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

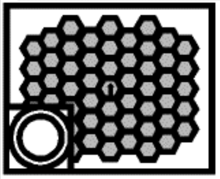
UNIT NAME:	UNIT NUMBER:

SUPPORT CRAFT ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

CYLON TRI-BUNAL

WARSHIP HULL STRUCTURE

1 1 1 1 1 2 2 2 2 3



MEGA-BOMB LAUNCHER

MBL	RANGE	SPEED	SUCCESS RATE	DAMAGE	HULL BOXES
	24	8	60%	3D10+30	8

TORPEDO BATTERY

TB	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DAMAGE POINTS
	0	1-8	9-16	17-24	6	3

NOTE, THE TACTICAL AND STRATEGIC WARP COST ARE ONLY USED TO DETERMINE IF A SHIP CAN LEAVE THE BATTLEFIELD.

SUPPORT CRAFT
BAY POINTS: 640
BATTLECRAFT
BAY POINTS: 6030
NORMALLY DEPLOYS
384 DRONE RAIDERS,
18 ELINT RAIDERS AND
16 SHUTTLES

SHIELD DEFLECTOR ARRAYS THESE ACT AS SHIELDS, ABSORBING A FIXED AMOUNT OF DAMAGE FROM ANY NON-MISSILE VOLLEYS. EACH USE OF A SDA IS A ONE-TIME USE. MULTIPLE SDAs CANNOT BE USED ON THE SAME CANNON. IF A CANNON HITS FOR 10 DAMAGE, A TYPE 5 SDA WILL SUBTRACT 5 POINTS, LEAVING 5 POINTS TO HIT THE SHIP. IF LESS DAMAGE HITS THE SHIP THAN THE VALUE OF THE SDA, THE EXTRA POINTS ARE WASTED.

CARGO MANIFEST-9 CARGO FACTORS

1					

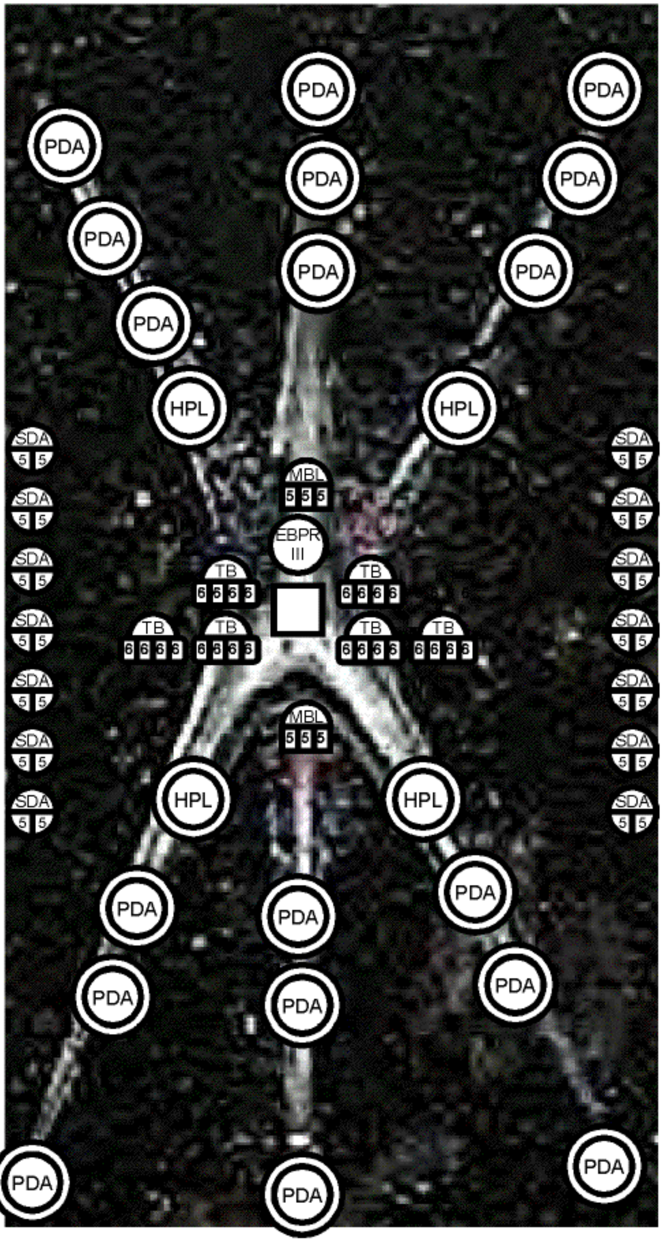
MOVEMENT LOG

TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10

POWER ACCUMULATION LOG- 1D6 STATIONARY / 1D4 MOVING

TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10

CYLON STRIKE CARRIER(1702M)



CWG-CYLON WARP CORRIDOR GENERATOR

POWER REQUIREMENTS:
1 PT PER 3 HEX RANGE
1 PT PER 24 SHIP PTS.
1 PT PER HEX WIDTH
SUCCESS RATE: 80%

EXAMPLE:
24 HEX RANGE=8 PTS
192 SHIP PTS= 8 PTS
4 HEX WIDE= 4 PTS
TOTAL=20 PTS
NOTES:
NO RAMMING
NO SHIP MAY ENTER WORMHOLE IF WORMHOLE EXITS IN HEX WITH ENEMY SHIPS. CYLON BATTLECRAFT & TORPEDOES FUNCTION NORMALLY

FORMATION:
STEP 7: WORMHOLE HEXES DECLARED
STEP 9: MOVE THROUGH IT
30% CHANCE OF RANDOM HEX FACING USING 1D6 SCATTER DIAGRAM.

SHIP SYSTEMS

HANGAR DECK LAUNCH: 180 REARM: 180	HANGAR DECK LAUNCH: 150 REARM: 150	RADAR RANGE: 100
		SPECIAL WEAPON SYSTEM
HANGAR DECK LAUNCH: 120 REARM: 120	HANGAR DECK LAUNCH: 90 REARM: 90	SPACE DEFENSE SYSTEM
		BATTLE BRIDGE
HANGAR DECK LAUNCH: 60 REARM: 60	HANGAR DECK LAUNCH: 30 REARM: 30	NAVIGATION BRIDGE
CARGO CAPACITY	COMMAND BRIDGE	

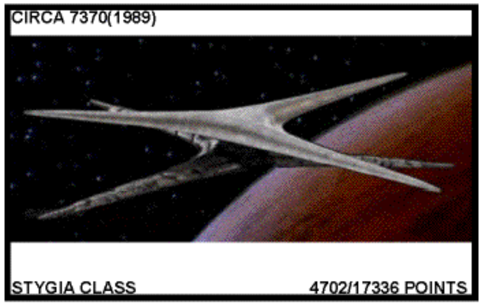
WARSHIP DATA

WARSHIP CLASS	14	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITY	3
POWER RATING FACTOR	2		
TACTICAL WARP COST	(35)	STRATEGIC WARP COST	(70)

TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST
	1-4	2 HEXES	1.0 PRF	2.0 PRF
	5-8	2 HEXES	2.0 PRF	3.0 PRF
	9-12	2 HEXES	3.0 PRF	4.0 PRF

STAR BLAZERS FLEET BATTLE SYSTEM

CIRCA 7370(1989)



STYGIA CLASS 4702/17336 POINTS

HEAVY PLASMA CANNON

HPL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG
STD MODE	0	1-10	11-20	21-30	20
HVY MODE	0	1-5	6-10	11-15	30
LR MODE	0	1-15	16-30	31-45	10

NOTE: NO DP MODE

PLASMA DEFENSE ARRAY

PDA	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0	1-3	4-6	7-9
	1D8+1	1D8	1D6	1D6

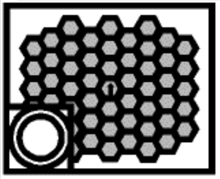
DMG AM/AT/ABC=AT RANGE

BG RULES BY HARDLEC
PICTURES FOUND AT
http://www.galactica2003.net/
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

UNIT NAME:	UNIT NUMBER:

SUPPORT CRAFT

CYLON EMPIRE



MEGA-BOMB LAUNCHER

MBL	RANGE	SPEED	SUCCESS RATE	DAMAGE	HULL BOXES
	24	8	60%	3D10+30	8

TORPEDO BATTERY

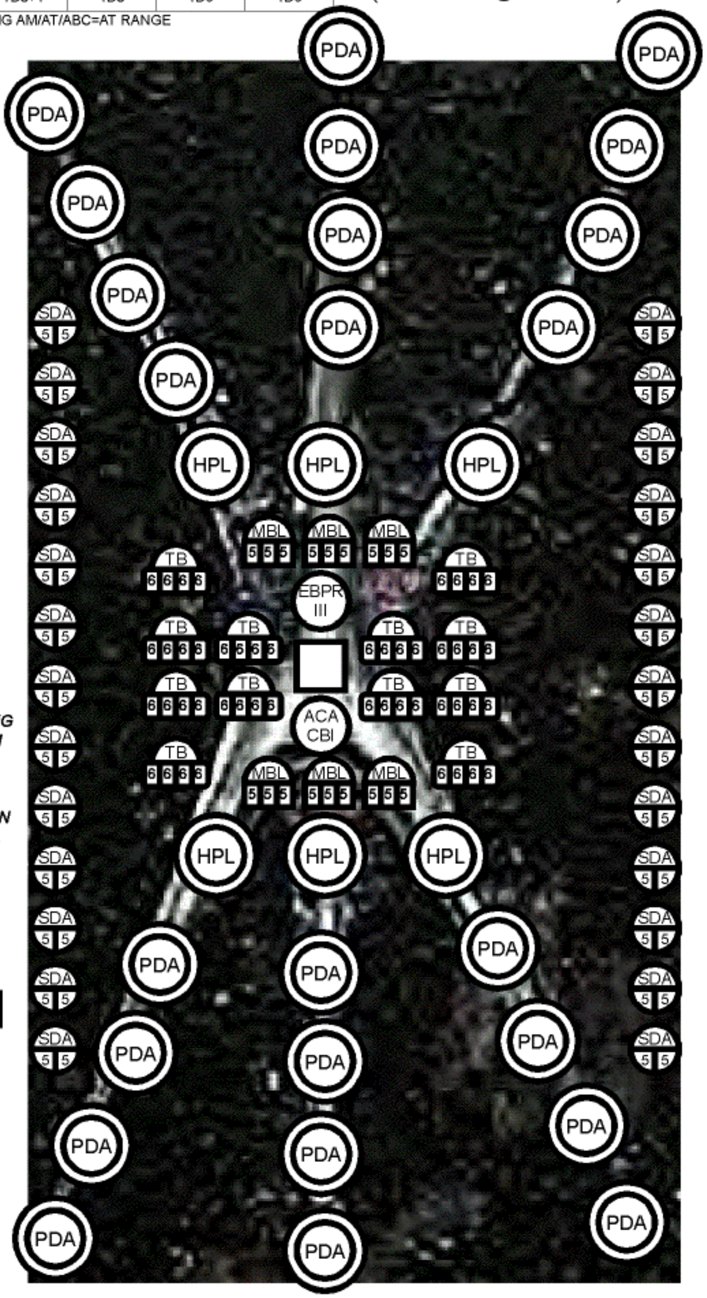
TB	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DAMAGE POINTS
	0	1-8	9-16	17-24	6	3

NOTE, THE TACTICAL AND STRATEGIC WARP COST ARE ONLY USED TO DETERMINE IF A SHIP CAN LEAVE THE BATTLEFIELD.

*UNOFFICIAL

SUPPORT CRAFT
BAY POINTS: 1920
BATTLECRAFT
BAY POINTS: 12240
NORMALLY DEPLOYS
756 DRONE RAIDERS,
36 ELINT RAIDERS AND
48 SHUTTLES

SHIELD DEFLECTOR ARRAYS THESE ACT AS SHIELDS, ABSORBING A FIXED AMOUNT OF DAMAGE FROM ANY NON-MISSILE VOLLEYS. EACH USE OF A SDA IS A ONE-TIME USE. MULTIPLE SDAs CANNOT BE USED ON THE SAME CANNON. IF A CANNON HITS FOR 10 DAMAGE, A TYPE 5 SDA WILL SUBTRACT 5 POINTS, LEAVING 5 POINTS TO HIT THE SHIP. IF LESS DAMAGE HITS THE SHIP THAN THE VALUE OF THE SDA, THE EXTRA POINTS ARE WASTED.



WARSHIP HULL STRUCTURE

☐ NOTE: EACH BOX REQUIRES 2 POINTS TO DESTROY

CWG-CYLON WARP CORRIDOR GENERATOR

POWER REQUIREMENTS:
1 PT PER 3 HEX RANGE
1 PT PER 24 SHIP PTS.
1 PT PER HEX WIDTH
SUCCESS RATE: 80%

EXAMPLE:
24 HEX RANGE=8 PTS
192 SHIP PTS= 8 PTS
4 HEX WIDE= 4 PTS
TOTAL=20 PTS
NOTES:
NO RAMMING
NO SHIP MAY ENTER WORMHOLE IF WORMHOLE EXITS IN HEX WITH ENEMY SHIPS. CYLON BATTLECRAFT & TORPEDOES FUNCTION NORMALLY

FORMATION:
STEP 7: WORMHOLE HEXES DECLARED
STEP 9: MOVE THROUGH IT
30% CHANCE OF RANDOM HEX FACING USING 1D6 SCATTER DIAGRAM.

SHIP SYSTEMS

HANGAR DECK LAUNCH: 180 REARM: 180
HANGAR DECK LAUNCH: 120 REARM: 120
HANGAR DECK LAUNCH: 60 REARM: 60
CARGO CAPACITY
HANGAR DECK LAUNCH: 360 REARM: 360
HANGAR DECK LAUNCH: 300 REARM: 300
HANGAR DECK LAUNCH: 240 REARM: 240
COMMAND BRIDGE
RADAR RANGE: 100
SPECIAL WEAPON SYSTEM
SPACE DEFENSE SYSTEM
BATTLE BRIDGE
NAVIGATION BRIDGE

CARGO MANIFEST-18 CARGO FACTORS

MOVEMENT LOG

TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10

POWER ACCUMULATION LOG- 1D6 STATIONARY / 1D4 MOVING

TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10

WARSHIP DATA

WARSHIP CLASS	26	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITY	3
POWER RATING FACTOR	2		
TACTICAL WARP COST	(40)	STRATEGIC WARP COST	(80)

TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST
	1-4	2 HEXES	1.0 PRF	2.0 PRF
	5-8	2 HEXES	2.0 PRF	3.0 PRF
	9-12	2 HEXES	3.0 PRF	4.0 PRF

CYLON SUPERCARRIER(3343.5M)

STAR BLAZERS FLEET BATTLE SYSTEM

BATTLECRAFT TYPE:	FG:#__________ MISSION TYPE:	FG:#__________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
	FTL WARP ○○○○○○○○	FTL WARP ○○○○○○○○

BATTLECRAFT TYPE:	FG:#__________ MISSION TYPE:	FG:#__________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
	FTL WARP ○○○○○○○○	FTL WARP ○○○○○○○○

BATTLECRAFT TYPE:	FG:#__________ MISSION TYPE:	FG:#__________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
	FTL WARP ○○○○○○○○	FTL WARP ○○○○○○○○

BATTLECRAFT TYPE:	FG:#__________ MISSION TYPE:	FG:#__________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
	FTL WARP ○○○○○○○○	FTL WARP ○○○○○○○○

BATTLECRAFT TYPE:	FG:#__________ MISSION TYPE:	FG:#__________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
	FTL WARP ○○○○○○○○	FTL WARP ○○○○○○○○

BATTLECRAFT TYPE:	FG:#__________ MISSION TYPE:	FG:#__________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
	FTL WARP ○○○○○○○○	FTL WARP ○○○○○○○○

LENGTH: 15.23M
WIDTH: 15M
HEIGHT: 3.3M
CREW: 1(NONE)
MASS: 35.5 TONS
INTRODUCED:
7364(1983)

BATTLECRAFT TYPE:	FG:#__________ MISSION TYPE:	FG:#__________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
	FTL WARP ○○○○○○○○	FTL WARP ○○○○○○○○

BATTLECRAFT TYPE:	FG:#__________ MISSION TYPE:	FG:#__________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
	FTL WARP ○○○○○○○○	FTL WARP ○○○○○○○○

BATTLECRAFT TYPE:	FG:#__________ MISSION TYPE:	FG:#__________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
	FTL WARP ○○○○○○○○	FTL WARP ○○○○○○○○

BATTLECRAFT TYPE:	FG:#__________ MISSION TYPE:	FG:#__________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
	FTL WARP ○○○○○○○○	FTL WARP ○○○○○○○○

BATTLECRAFT TYPE:	FG:#__________ MISSION TYPE:	FG:#__________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
	FTL WARP ○○○○○○○○	FTL WARP ○○○○○○○○

BATTLECRAFT TYPE:	FG:#__________ MISSION TYPE:	FG:#__________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
	FTL WARP ○○○○○○○○	FTL WARP ○○○○○○○○

BATTLECRAFT TYPE:	FG:#__________ MISSION TYPE:	FG:#__________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
	FTL WARP ○○○○○○○○	FTL WARP ○○○○○○○○

BATTLECRAFT TYPE:	FG:#__________ MISSION TYPE:	FG:#__________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
	FTL WARP ○○○○○○○○	FTL WARP ○○○○○○○○

BATTLECRAFT TYPE:	FG:#__________ MISSION TYPE:	FG:#__________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
	FTL WARP ○○○○○○○○	FTL WARP ○○○○○○○○

BATTLECRAFT TYPE:	FG:#__________ MISSION TYPE:	FG:#__________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
	FTL WARP ○○○○○○○○	FTL WARP ○○○○○○○○

BATTLECRAFT TYPE:	FG:#__________ MISSION TYPE:	FG:#__________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
	FTL WARP ○○○○○○○○	FTL WARP ○○○○○○○○

BATTLECRAFT TYPE:	FG:#__________ MISSION TYPE:	FG:#__________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
	FTL WARP ○○○○○○○○	FTL WARP ○○○○○○○○

BATTLECRAFT TYPE:	FG:#__________ MISSION TYPE:	FG:#__________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
	FTL WARP ○○○○○○○○	FTL WARP ○○○○○○○○

BATTLECRAFT TYPE:	FG:#__________ MISSION TYPE:	FG:#__________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
	FTL WARP ○○○○○○○○	FTL WARP ○○○○○○○○

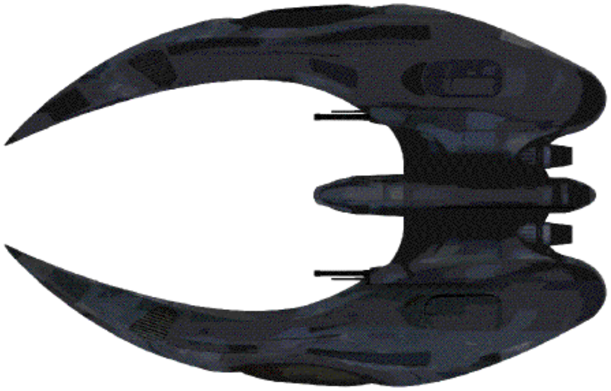
BATTLECRAFT TYPE:	FG:#__________ MISSION TYPE:	FG:#__________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
	FTL WARP ○○○○○○○○	FTL WARP ○○○○○○○○

*UNOFFICIAL

BG RULES BY HARDLEC
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
DESIGNED BY ZOIC STUDIOS
http://www.galactica2003.net
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

CYLON TRI-BUNAL

PRD: F4
ABB: DX1
RADAR RANGE: 30
SPEED: 0-18
ENDURANCE: 40 TURNS
POINT VALUE: 25
6 TO A FLIGHT, 12 TO A SQUADRON
BAY POINT TOTAL: 12(180)
WEAPONS:
PRIMARY (BAY): 4xSB
PRIMARY (WINGS): 2xFTL, 1 FPL
SPECIAL: FTL CAPABLE
(1D4 ROLL PER TURN)
4=TAC WARP, 8=STR WARP
MINELAYING?: NO
SECONDARY(ATT): 0
SECONDARY(DEF): 0
NOTES:
TAKES 3 POINTS TO DESTROY,
MAY ENTER ATMOSPHERE, CAN
FIRE 2 SYSTEMS PER TURN



FIGHTER TURBO LASERS

FTL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DMG=ANY TARGET
	0	1	2	3	1	ROF: 3/TURN

SMART BOMB

SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DAMAGE POINTS
0	1-3	4-6	7-10	6	2

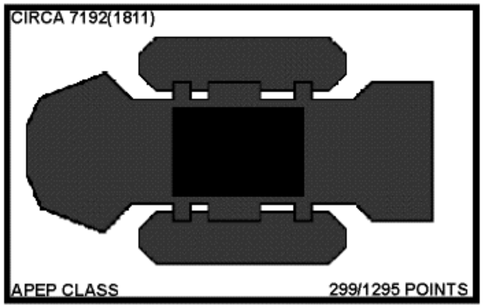
FIGHTER PULSAR LASERS

FPL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG SHIP	DMG BC	DMG=ANY TARGET
	0	1	2	NA	4	1	ROF: 1/TURN

CYLON MK. XXa CLASS ADVANCED DRONE RAIDER INTERCEPTOR SERIES 1(STRIKE)

STAR BLAZERS FLEET BATTLE SYSTEM

CIRCA 7192(1811)



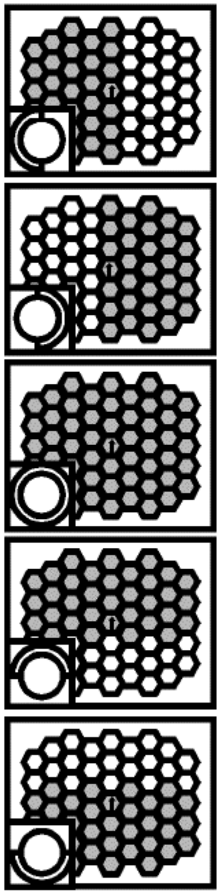
APEP CLASS 299/1295 POINTS

CARGO MANIFEST-3 CARGO FACTORS EACH

1					
2					

UNIT NAME:			UNIT NUMBER:	
SUPPORT CRAFT				1
SUPPORT CRAFT				2

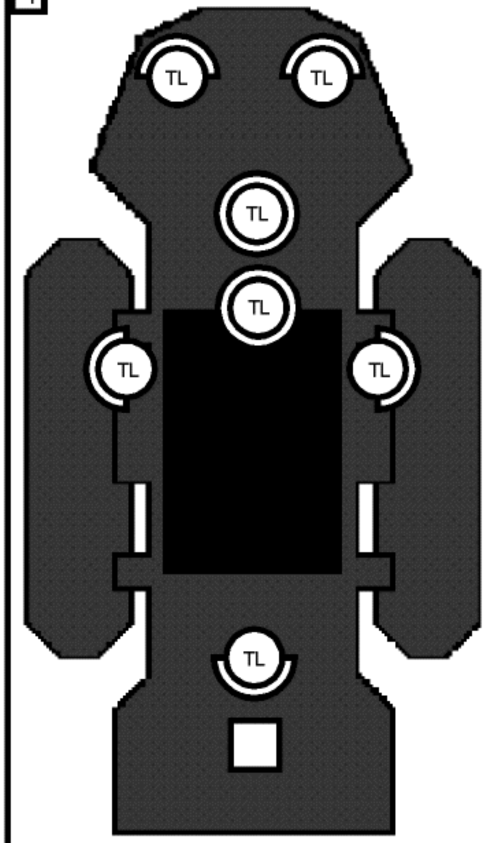
SPACE PIRATES



SUPPORT CRAFT
BAY POINTS: 320*
BATPLECRAFT
BAY POINTS: 480
NORMALLY DEPLOYS
36 SCARABS AND 8
SHUTTLES
NOTE: SHIP CAN ALSO
DOCK UP TO 2 YACHTS
OF 120 BP EACH

*UNOFFICIAL

1

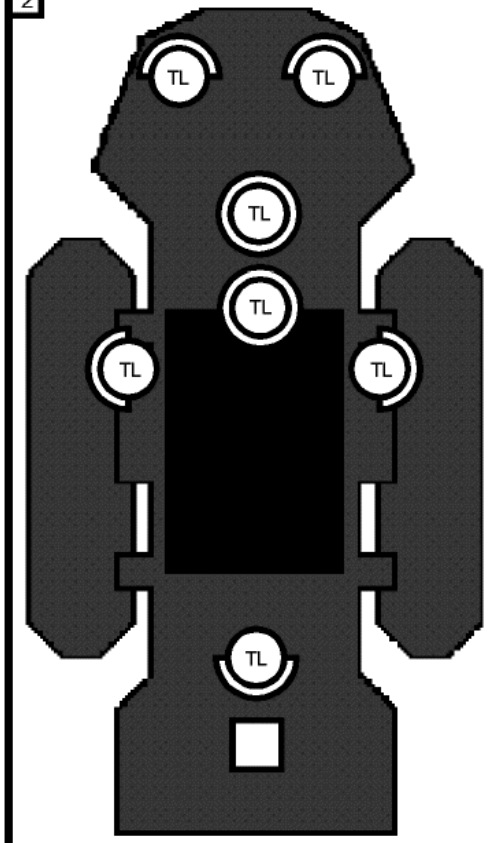


WARSHIP HULL STRUCTURE

SHIP SYSTEMS

COMMAND BRIDGE
BATPLE BRIDGE
NAVIGATION BRIDGE
RADAR RANGE: 60
HANGAR DECK LAUNCH: 18 REARM: 12
SPECIAL WEAPON SYSTEM
SPACE DEFENSE SYSTEM
CARGO CAPACITY
HANGAR DECK LAUNCH: 9 REARM: 6

2



WARSHIP HULL STRUCTURE

SHIP SYSTEMS

COMMAND BRIDGE
BATPLE BRIDGE
NAVIGATION BRIDGE
RADAR RANGE: 60
HANGAR DECK LAUNCH: 18 REARM: 12
SPECIAL WEAPON SYSTEM
SPACE DEFENSE SYSTEM
CARGO CAPACITY
HANGAR DECK LAUNCH: 9 REARM: 6

TURBO LASER BATTERY / DP MODE

TL	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%		SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
	0		1-2		3-4		5-6		0	1-2	3-4	5-6
	1D6	6	1D6	5	1D4	4	1D4	3	1 DIE ROLL PER BATTERY			1D4

TURBO LASER-HEAVY PULSE MODE

TL-H	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%	
	0		1-2		3-4		5-6	
	3D10	30	3D8+1	25	2D10	20	3D4+3	15

NOTE: ANY 4 TURBO LASERS MAY BE COMBINED TO CREATE A HEAVY PULSE SYSTEM. THE COLONIALS MAY USE BATTERIES THAT ARE OUT OF ARC TO SUPPORT. AT LEAST 2 MUST BE IN ARC, HOWEVER.

POWER ACCUMULATION LOG- 1D6 STATIONARY / 1D4 MOVING

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										

MOVEMENT LOG

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										

COLONIAL PIRATE CRUISER(615M)

BG RULES BY RICHARD LECLERQ
PICTURES FOUND AT
http://www.shipschematics.net/
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

NOTE, THE TACTICAL AND STRATEGIC WARP COST ARE ONLY USED TO DETERMINE IF A SHIP CAN LEAVE THE BATTLEFIELD.

WARSHIP DATA

WARSHIP CLASS	5	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITY	2
POWER RATING FACTOR	4		
TACTICAL WARP COST	(25)	STRATEGIC WARP COST	(50)

TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST
	1-6	1 HEX	1.0 PRF	1.0 PRF
	7-12	2 HEXES	1.0 PRF	1.0 PRF

STAR BLAZERS FLEET BATTLE SYSTEM

*UNOFFICIAL

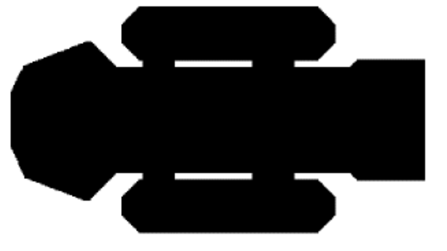
CARGO MANIFEST-4 CARGO FACTORS EACH

1					
2					

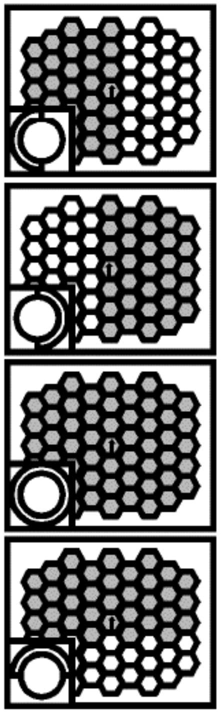
UNIT NAME:				UNIT NUMBER:
	8	8		
SUPPORT CRAFT	8	8		1
	8	8		
SUPPORT CRAFT	8	8		2

SPACE PIRATES

CIRCA 7192(1811)



FIREBIRD CLASS 374/988 POINTS



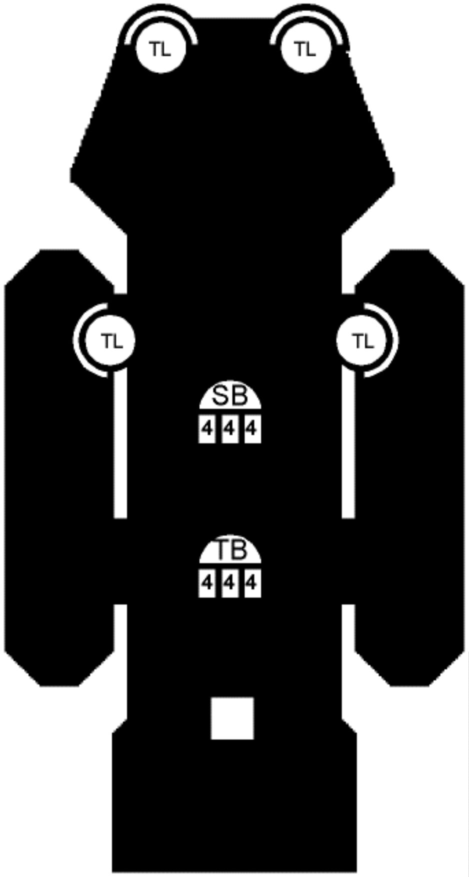
SUPPORT CRAFT
BAY POINTS: 160*
BATPLECRAFT
BAY POINTS: 480
NORMALLY DEPLOYS
18 SCARABS, 8 SHUTTLES,
AND 8 ATTACK SHUTTLES
NOTE: SHIP CAN ALSO
DOCK UP TO 2 YACHTS
OF 120 BP EACH

PIRATE MODULE

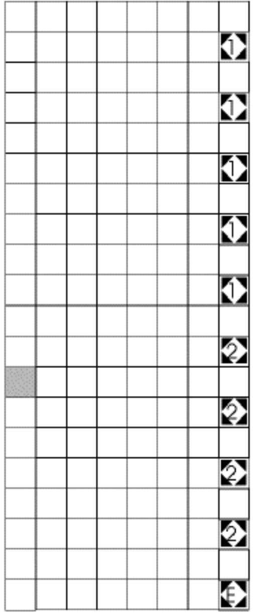
EVERY TURN THAT A SHIP IS DOCKED TO THE MODULE, 1 POINTS OF DAMAGE MAY BE REPAIRED. DAMAGED CRITS CAN BE FIXED IN 10 TURNS.

COST: 30/30

1



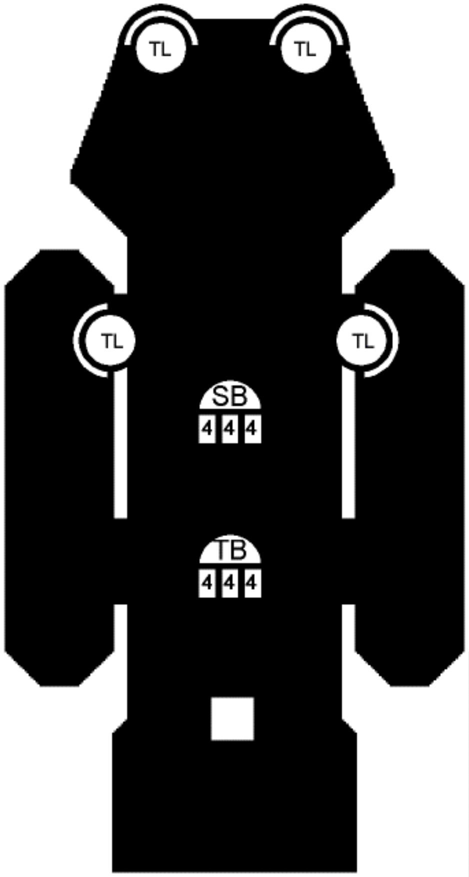
WARSHIP HULL STRUCTURE



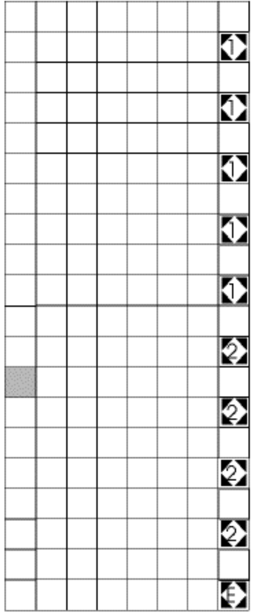
SHIP SYSTEMS

COMMAND BRIDGE
SPECIAL WEAPON SYSTEM
BATPLE BRIDGE
SPACE DEFENSE SYSTEM
NAVIGATION BRIDGE
RADAR RANGE: 60
CARGO CAPACITY
HANGAR DECK LAUNCH: 18 REARM: 12
HANGAR DECK LAUNCH: 9 REARM: 6

2



WARSHIP HULL STRUCTURE



SHIP SYSTEMS

COMMAND BRIDGE
SPECIAL WEAPON SYSTEM
BATPLE BRIDGE
SPACE DEFENSE SYSTEM
NAVIGATION BRIDGE
RADAR RANGE: 60
CARGO CAPACITY
HANGAR DECK LAUNCH: 18 REARM: 12
HANGAR DECK LAUNCH: 9 REARM: 6

SMART BOMB

SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DAMAGE POINTS
0	1-3	4-6	7-10	6	2

TORPEDO BATTERY

TB	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DAMAGE POINTS
	0	1-8	9-16	17-24	6	3

POWER ACCUMULATION LOG- 1D6 STATIONARY / 1D4 MOVING

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										

MOVEMENT LOG

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										

TURBO LASER BATTERY

TL	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%	
	0		1-2		3-4		5-6	
	1D6	6	1D6	5	1D4	4	1D4	3

DP MODE

SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
0	1-2	3-4	5-6
1 DIE ROLL PER BATTERY			1D4

TURBO LASER-HEAVY PULSE MODE

TL-H	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%	
	0		1-2		3-4		5-6	
	3D10	30	3D8+1	25	2D10	20	3D4+3	15

NOTE: ANY 4 TURBO LASERS MAY BE COMBINED TO CREATE A HEAVY PULSE SYSTEM. THE COLONIALS MAY USE BATTERIES THAT ARE OUT OF ARC TO SUPPORT. AT LEAST 2 MUST BE IN ARC, HOWEVER.

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NOTE, THE TACTICAL AND STRATEGIC WARP COST ARE ONLY USED TO DETERMINE IF A SHIP CAN LEAVE THE BATTLEFIELD.

WARSHIP DATA

WARSHIP CLASS	6	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITY	2
POWER RATING FACTOR	4		
TACTICAL WARP COST	(25)	STRATEGIC WARP COST	(50)

TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST
	1-6	1 HEX	1.0 PRF	1.0 PRF
	7-12	2 HEXES	1.0 PRF	1.0 PRF

COLONIAL PIRATE COMMAND CRUISER(615M)

STAR BLAZERS FLEET BATTLE SYSTEM

*UNOFFICIAL

SPACE PIRATES

RAPIER SHUTTLE

PRD:F4
ABB:RAS
RADAR RANGE: 10 HEXES
ENDURANCE: 25 TURNS
SPD:0-12
POINT VALUE: 29
WEAPONS: RAS
PRIMARY: 2xFPL
SPECIAL: 1xFTL, 6RL
MINES:NO
SEC(OFF)=0
SEC(DEF)=2@50%
BAY POINTS: 1(30)
MASS=350T
LENGTH=40M

WARSHIP HULL STRUCTURE

				2
				E

WEAPON DISPLAY
FPL FPL
FTL
RL
2 2 2

WARSHIP HULL STRUCTURE

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WEAPON DISPLAY
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WARSHIP HULL STRUCTURE

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WEAPON DISPLAY
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WARSHIP HULL STRUCTURE

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WEAPON DISPLAY
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WARSHIP HULL STRUCTURE

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WEAPON DISPLAY
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WARSHIP HULL STRUCTURE

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WARSHIP HULL STRUCTURE

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WEAPON DISPLAY
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WARSHIP HULL STRUCTURE

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WEAPON DISPLAY
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WARSHIP HULL STRUCTURE

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WARSHIP HULL STRUCTURE

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WARSHIP HULL STRUCTURE

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WARSHIP HULL STRUCTURE

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WARSHIP HULL STRUCTURE

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WARSHIP HULL STRUCTURE

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WARSHIP HULL STRUCTURE

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WEAPON DISPLAY
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WARSHIP HULL STRUCTURE

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				E

WEAPON DISPLAY
FPL FPL
FTL
RL
2 2 2

FIGHTER TURBO LASERS

	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DMG=ANY TARGET
FTL	0	1	2	3	1	ROF: 3/TURN

FIGHTER PULSAR LASERS

	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG SHIP	DMG BC	DMG=ANY TARGET
FPL	0	1	2	NA	4	1	ROF: 1/TURN

FIGHTER CANNON

SAME HEX	DMG AS	DMG=ANY TARGET
30% VS SC1 40%VS SC2 RANGE 0	1	

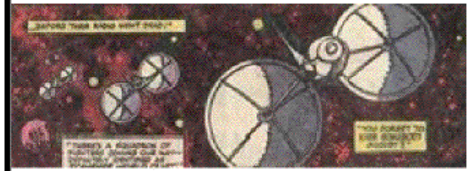
ROCKET LAUNCHER

	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DMG GM, INSTAL,SHIP
RL	0	1-2	3-4	5-6	2	

BG RULES BY RICHARD LECLERQ
PICTURES FOUND AT
http://www.shipschematics.net/
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

PIRATE RAPIER CLASS HEAVY ATTACK SHUTTLES

STAR BLAZERS FLEET BATTLE SYSTEM



BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐

LENGTH: 14M
WIDTH: 17M
CREW: 1
MASS: 25 TONS
INTRODUCED: 7330(1949)

SCAVENGER WORLD FIGHTERS

BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐

PRD: F2
ABB: SWF
RADAR RANGE: 15
SPEED: 0-14
ENDURANCE: 20 TURNS
POINT VALUE: 5
6 TO A FLIGHT, 18 TO A SQUADRON
BAY POINT TOTAL: 18(240)
WEAPONS:
PRIMARY (BAY): NONE
PRIMARY (WINGS): NONE
SPECIAL: NONE
MINELAYING?: NO
SECONDARY(ATT): 3
SECONDARY(DEF): 0
NOTES:
TAKES 2 POINTS TO DESTROY,
MAY ENTER ATMOSPHERE.

SPACE PIRATES

FIGHTER CANNON

SAME HEX 30% VS SC1 40%VS SC2 RANGE 0	DMG AS	DMG=ANY TARGET
	1	

BG RULES BY HARDLEC
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**	**FG:#________ MISSION TYPE:**
SPEED: ☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐

STAR BLAZERS FLEET BATTLE SYSTEM

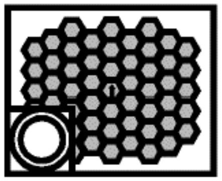
CIRCA 6400(1119)

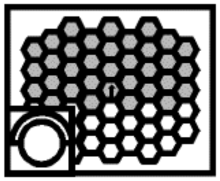
PILLAGER CLASS 202/506 POINTS

NOTE, THE TACTICAL AND STRATEGIC WARP COST ARE ONLY USED TO DETERMINE IF A SHIP CAN LEAVE THE BATTLEFIELD.

UNIT NAME:		UNIT NUMBER:
SUPPORT CRAFT	☐☐☐☐☐☐☐☐	1
SUPPORT CRAFT	☐☐☐☐☐☐☐☐	2

SPACE PIRATES





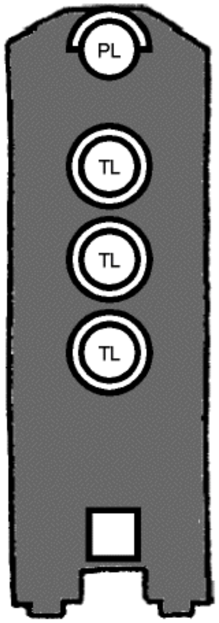
SUPPORT CRAFT
BAY POINTS: 320 EACH
BATTLECRAFT
BAY POINTS: 0
NORMALLY DEPLOYS
8 SHUTTLES

BG RULES BY RICHARD LECLERQ
PICTURES FOUND AT
http://www.shipschematics.net/
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

TURBO LASER BATTERY / **DP MODE**

TL	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%		DP SAME HEX 50%	DP SHORT 40%	DP MEDIUM 30%	DP LONG 20%
	0		1-2		3-4		5-6		0	1-2	3-4	5-6
	1D6	6	1D6	5	1D4	4	1D4	3	1 DIE ROLL PER BATTERY			1D4

1



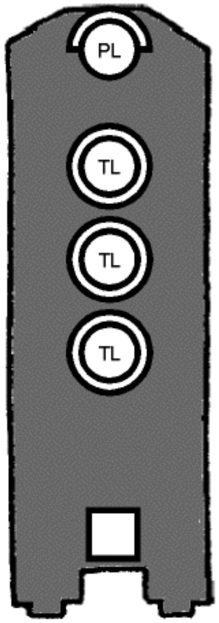
WARSHIP HULL STRUCTURE

☐	☐	☐	☐	☐	☐	☐	1
☐	☐	☐	☐	☐	☐	☐	1
☐	☐	☐	☐	☐	☐	☐	1
☐	☐	☐	☐	☐	☐	☐	1
☐	☐	☐	☐	☐	☐	☐	1
☐	☐	☐	☐	☐	☐	☐	2
▨	☐	☐	☐	☐	☐	☐	2
☐	☐	☐	☐	☐	☐	☐	2
☐	☐	☐	☐	☐	☐	☐	2
☐	☐	☐	☐	☐	☐	☐	E

SHIP SYSTEMS

- COMMAND BRIDGE
- BATTLE BRIDGE
- NAVIGATION BRIDGE
- RADAR RANGE: 35
- SPACE DEFENSE SYSTEM
- CARGO CAPACITY
- HANGAR DECK LAUNCH: 4 REARM: 4

2



WARSHIP HULL STRUCTURE

☐	☐	☐	☐	☐	☐	☐	1
☐	☐	☐	☐	☐	☐	☐	1
☐	☐	☐	☐	☐	☐	☐	1
☐	☐	☐	☐	☐	☐	☐	1
☐	☐	☐	☐	☐	☐	☐	1
☐	☐	☐	☐	☐	☐	☐	2
▨	☐	☐	☐	☐	☐	☐	2
☐	☐	☐	☐	☐	☐	☐	2
☐	☐	☐	☐	☐	☐	☐	2
☐	☐	☐	☐	☐	☐	☐	E

SHIP SYSTEMS

- COMMAND BRIDGE
- BATTLE BRIDGE
- NAVIGATION BRIDGE
- RADAR RANGE: 35
- SPACE DEFENSE SYSTEM
- CARGO CAPACITY
- HANGAR DECK LAUNCH: 4 REARM: 4

LIGHT PULSAR / **DP MODE**

PL	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%		DP SAME HEX 50%	DP SHORT 40%	DP MEDIUM 30%	DP LONG 20%	ROF
	0		1-3		4-6		7-9		0	1-3	4-6	7-9	1 PER TURN
	1D10	9	1D8	7	1D6	5	1D4	4	1 DIE ROLL PER EVERY 2 BATTERIES			1D4	
	0		1-4		5-8		9-12		0	1-4	5-8	9-12	1 PER 2 TURNS
	1D10	10	1D8	8	1D6	6	1D6	5	1 DIE ROLL PER BATTERY			1D4	
	0		1-5		6-10		11-15		0	1-5	6-10	11-15	1 PER 3 TURNS
	1D12	12	1D10	10	1D8	8	1D6	6	1 DIE ROLL PER BATTERY			1D4	

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										

MOVEMENT LOG

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										

*UNOFFICIAL

CARGO MANIFEST-2.0 CARGO FACTORS EACH

1					
2					

WARSHIP DATA

WARSHIP CLASS	4	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITY	2
POWER RATING FACTOR	3		
TACTICAL WARP COST	(25)	STRATEGIC WARP COST	(50)

TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST
	1-6	1 HEX	1.0 PRF	1.0 PRF
	7-12	2 HEXES	1.0 PRF	1.0 PRF

PIRATE SMALL FREIGHTER(400M)

STAR BLAZERS FLEET BATTLE SYSTEM

Earth Federation

Earth Defense Force

Gamilon Empire

White Comet Empire

DARK NEBULA EMPIRE

Garuman-Gamilus Empire

Bolar Union

Dinguil Empire

COMILON EMPIRE

SYRINIA STRONGHOLD

Neo Gamilon Empire

ALL RACES

Maladom Royal Kingdom

UNITED STATES AEROSPACE FORCES

Free Spirit Forces

Free Earth Battleship

EARTH FEDERAL FORCES

PRINCIPALITY OF ZEON

UN SPACY

THE 13TH COLONY

CHITAIN EMPIRE

CYLON COLLEC - TIVE

CYLON TRI-BUNAL

SKY UNION

STAR BLAZERS

FLEET BATTLE SYSTEM

THE 12 COLONIES

THE 12 COLONIES CIVILIAN

CYLON EMPIRE

SPACE PIRATES

THE EASTERN ALLIANCE

THE WESTERN NATIONS

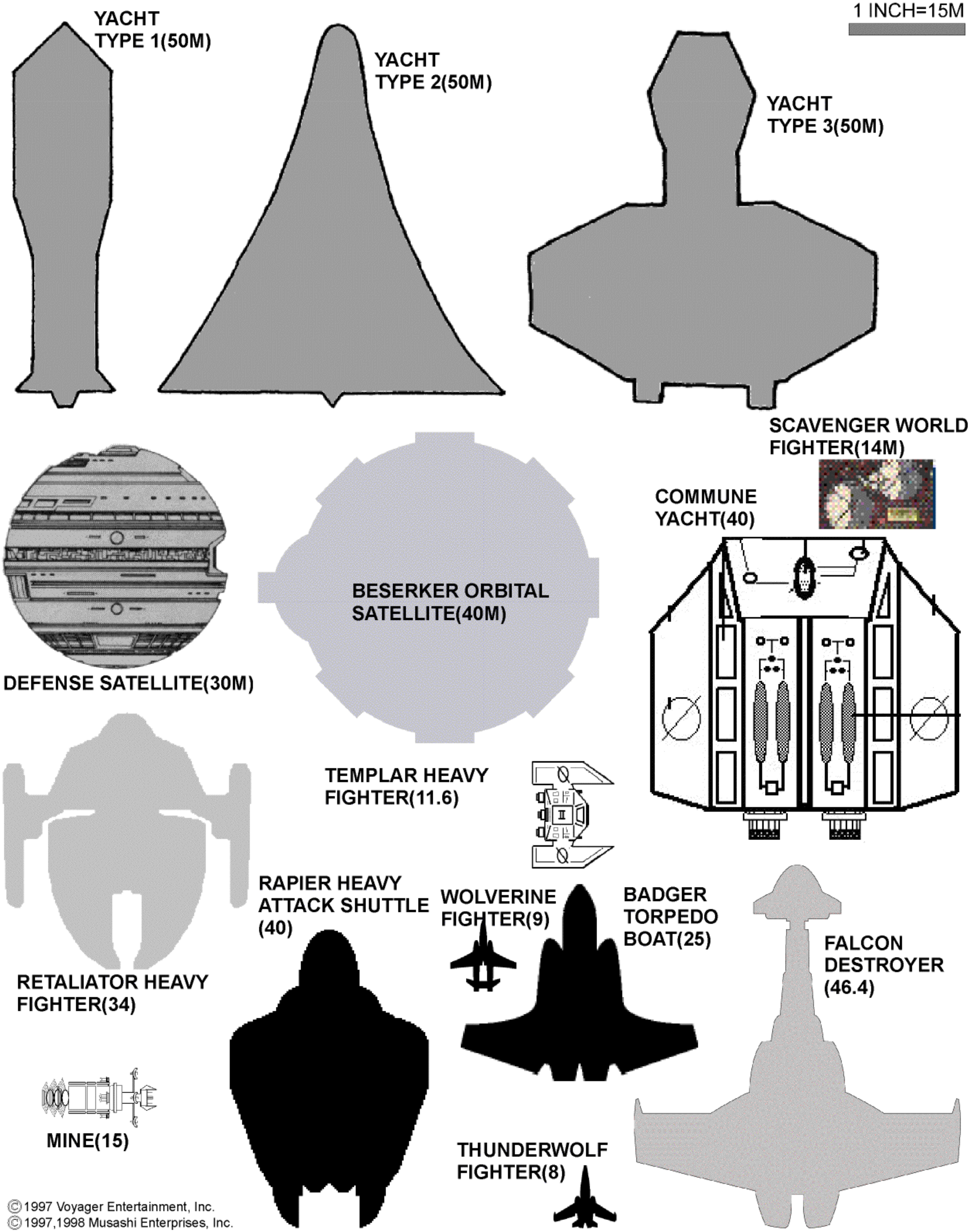
SKA FRAXIAN UNION

ARTALIAN LEAGUE

UNOFFICIAL MASTER RACIAL INSIGNIA CHART

*UNOFFICIAL

STAR BLAZERS BATTLECRAFT COMPARISON CHART



STAR BLAZERS FLEET BATTLE SYSTEM

THE 14TH COLONY

THE 12 COLONIES

CHITAIN EMPIRE

CYLON EMPIRE

THE 13TH COLONY

ROTARY MISSILE BAY(RMB):
THIS SHIP IS EQUIPPED WITH 3 MISSILE BAYS. TWO OF THEM ARE WHERE THE LANDING BAYS NORMALLY ARE AND THE 3RD IS IN A POD AT THE BOTTOM CENTER OF THE SHIP. EACH BAY CARRIES 1 SALVO EACH OF ONE OF 4 TYPES OF MISSILES.
A) 12 TORPEDOS B) 4 MEGA-BOMBS
C) 8 MAGNETRONIC TORPEDOES
D) 3 SOLENITE MISSLES
EACH SALVO CAN FIRE FROM A BAY ONCE, YOU MUST THEN GO ON TO THE NEXT OPTION. YOU MAY FIRE IN ANY ORDER THAT YOU WISH. ONCE ALL 4 SALVOES HAVE BEEN FIRED, THE BAY RETRACTS FOR 1 TURN TO REARM ALL SALVOES. THE NEXT TURN IT MAY FIRE AGAIN. EXAMPLE: FIRE TURN 4, RETRACT TURN 5, FIRE AGAIN TURN 6. EACH PARTICULAR SALVO MUST BE FIRED AT 1 HEX/TARGET. IF A LAUNCHER IS DAMAGED, 2 OF THE BAY OPTIONS ARE K'Oed. ROLL A D4 TO FIND OUT WHICH ONES.
POINT VALUE: 100 POINTS/BAY

ROTARY MISSILE BAY	ROTARY MISSILE BAY	
A B C D	A B C D	RMB

RAVASHAL PULSAR POWERED LEVELS

☐ ☐ ☐ ☐

RAVASHAL PULSAR DAMAGED LEVELS

☐ ☐ ☐ ☐

NOTE:EVERY TIME THAT THE RAVASHAL PULSAR GET DAMAGED OR DESTROYED, IT LOSES 1 LEVEL OF EFFECTIVENESS. THE MAX TURN OF ARMING, DAMAGE, AND MAX RANGE GO DOWN BY 25% FOR EVERY LEVEL OF DAMAGE.

IT TAKES 2 TURNS FOR THE SHIP TO UNSCREW TO EXPOSE THE WEAPON. THE SHIP MAY NOT ENTER HYPERSPEED WHILE UNSCREWED. IT ALSO TAKES 2 TURNS FOR THE SHIP TO RESCREW.

MEGA TURBOLASER **DP MODE**

MTL	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%		SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG ---
MODE 1	0		1-5		6-10		11-15		0	1-5	6-10	11-15
	3D6	18	3D6	16	2D8	14	2D6	12	1 DIE ROLL PER BATTERY			1D4
MODE 2	0		1-7		8-14		15-21		0	1-7	8-14	15-21
	3D6	14	1D12	12	1D10	10	1D8	8	1 DIE ROLL PER BATTERY			1D4

MEDIUM TURBO LASER BATTERY **DP MODE**

TLM	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%		SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
	0		1-3		4-6		7-9		0	1-3	4-6	7-9
	1D10	9	1D8	7	1D6	5	1D4	4	1 DIE ROLL PER EVERY 2 BATTERIES			1D4

VARIABLE SOLINITE MISSILE LAUNCHER

SMV	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DAMAGE POINTS	MODE 1 (STD)
	0	1-2	3-4	5-6	25	**12**	
	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DAMAGE POINTS	MODE 2 (LR)
	0	1-4	5-8	9-12	12	**12**	
			RANGE	SUCCESS RATE	DAMAGE	DAMAGE POINTS	MODE 3 (HVY)
			3	60%	1D6*10	**6**	
NOTE: IF MISSES, ROLL ON WARP SCATTER DIAGRAM FOR FINAL HEX EXPLOSION.			RANGE	SUCCESS RATE	DAMAGE	DAMAGE POINTS	MODE 4 (MINE)
			3	40%	2D10 HEX BURST	**8**	

SURPRISE RULES:
SOMETIMES A UNIT OR GROUP WILL BE CAUGHT TOTALLY UNAWARE. HERE ARE SOME TRIAL RULES TO SIMULATE IT: ON THE FIRST TURN THAT A UNIT IS SURPRISED, IT MAY NOT FIRE, MOVE, OR START TO LAUNCH FIGHTERS OR SHUTTLES. STARTING ON TURN 2 OR LATER, THE UNIT MAY ROLL TO SEE IF IT MAY START TO GO TO BATTLESTATIONS. ROLL A D6 AND CONSULT THE CHART BELOW.
TURN 2=6+
TURN 3=5+
TURN 4=4+
TURN 5=3+
TURN 6=2+
TURN 7=AUTOMATIC
ONCE THE UNIT IS AT BATTLE STATIONS, IT MAY START TO ROLL FOR POWER ACCUMULATION, FIRE WEAPONS BOTH OFFENSIVELY AND DEFENSIVELY, AND ARM FIGHTERS FOR THE FIRST TURN AND THEN LAUNCH THEM ON THE NEXT TURN.

EXPLANATIONS AND CLARIFICATIONS:

1) TURBOLASERS(TLE, TLA, AND TL) ARE THE ONLY WEAPONS THAT DO NOT HAVE TO BE DECLARED IF THEY ARE GOING INTO OFF/DEF MODE AT THE BEGINNING OF EACH TURN. THEY CAN DECIDE HOW MANY OF EACH WILL BE ASSIGNED DURING STEP 11.

2) CYLON SHIPS MAY SIDESLIP CONSECUTIVELY AT THE NORMAL COST DUE TO THEIR GRAVITIC MOVEMENT. THEY MAY ALSO TURN 120 DEGREES AT A TIME ALSO.

3) EBPR II & III SYSTEMS CAN BE APPLIED TO ANY 1 OFFENSIVE SYSTEM PER TURN.

4) TURBO LASERS ON A SHIP CAN SHARE ONE-HALF OF THEIR DEFENSIVE FIRE WITH OTHER SHIPS IN A SQADRON IF THEY ARE IN RANGE AND HAVE NO MIXED FIGHTER SQUADRONS IN THE SAME HEX AS THE SHIP BEING TARGETED(BOTH CYLON/COLONIAL). SHIPS IN A COMMAND GROUP WITH ACACBI ARE EXEMPT TO BOTH THE 1/2 PENALTY AND THE MIXED FIG. SQAUD RULES.

OPTIONAL RULES:

1) TRY ROLLING/RESOLVING FOR CRITS AFTER EACH PARTICULAR WEAPON PHASE IS COMPLETE:
A)FIGHTER
B)MISSILE/TORP
C)ENERGY WEAPONS
D)SPECIAL WEAPONS
E)MINE WARFARE

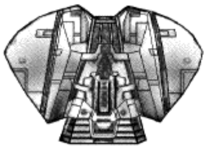
BATTLESTAR GALACTICA

ALIEN RACES UNOFFICIAL MASTER WEAPON GENERATIONAL CHART #5

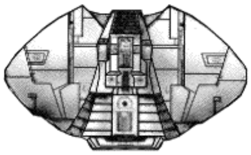
*UNOFFICIAL

STAR BLAZERS BATTLECRAFT COMPARISON CHART

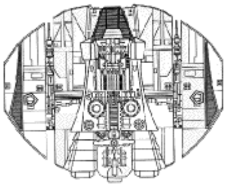
1 INCH=15M



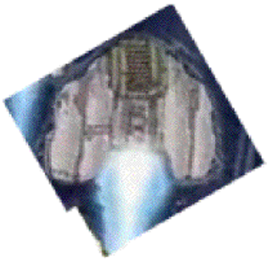
MK V SKIRMISHER
(11)



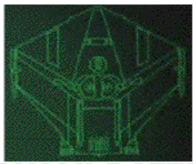
WRAITH CLASS
(11.5)



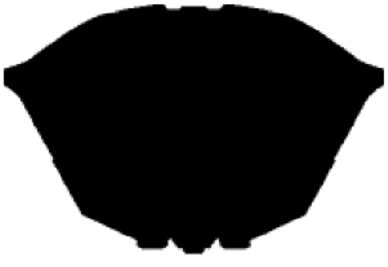
MK IX RAIDER-M
(13.8)



MK. X CLASS
(12.5)

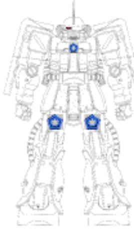


MK VI BATTLER
(12.3)

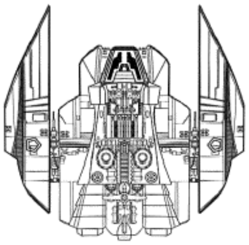


CYLON MK XII
DARK RAIDER(16.3)

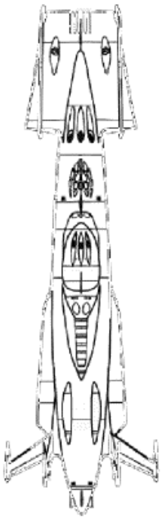
MK. III GUNBOAT
(25)



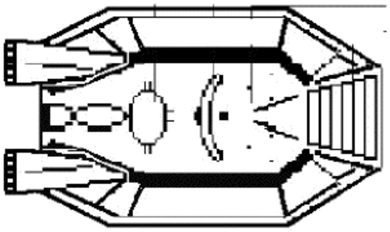
GLADIATOR
(17.5)



FOXBAT(18.1)

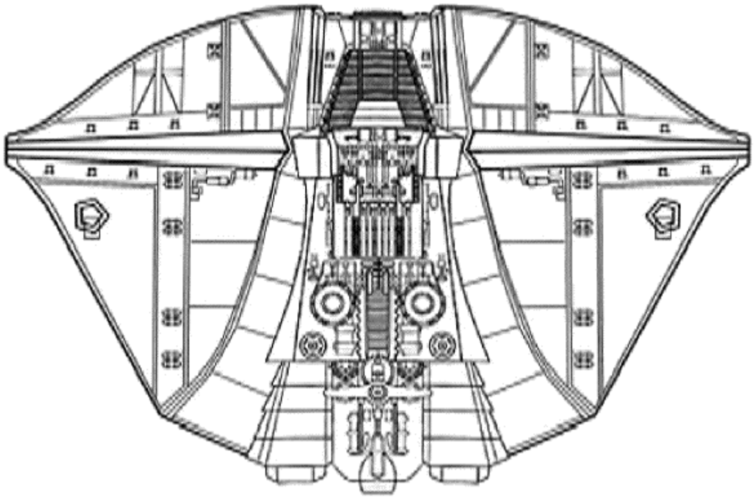


STALKER
(40)

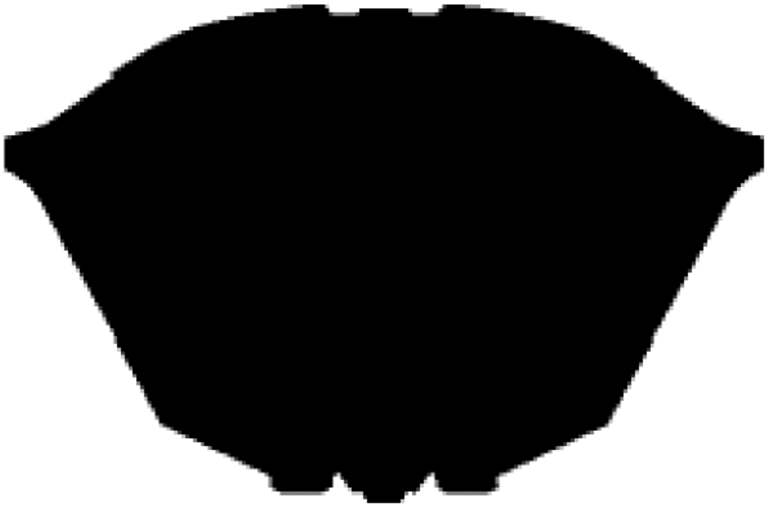


TRACKER
(30)

MK XIII ADVANCED RAIDER
(10)



HEAVY RAIDER
MK I(38.3)



HEAVY RAIDER
(38.3)

STAR BLAZERS FLEET BATTLE SYSTEM

SPECIAL NOTES:
THIS SHIP IS EQUIPPED WITH A 25 PT POWER CAPACITATOR FOR STORING FUEL FOR THE CAMOUFLAGE FIELD SYSTEM. IT IS SEPARATE FOR THE NORMAL ACCUMULATION ROLLS. IT IS ASSUMED TO BE FULLY CHARGED AT THE BEGINNING OF A SCENARIO. POWER POINTS ROLLED CAN BE PUT INTO EITHER THE WARP COST OR THE CAPACITATOR OR BOTH.

CF

CAMOUFLAGE FIELD SYSTEM(CF)
THIS COUNTS AS A SPECIAL WEAPON SYSTEM.
IT ALLOWS GROUPS OF SHIPS TO GET INTO BETTER FIRING POSITIONS TO MAKE THE FIRST STRIKE OPPORTUNITY OR TO SET UP SURPRISE ATTACKS.
SHIPS INSIDE THE FIELD COUNT AS BEING SPACE SUBS FOR DETECTION PURPOSES.
MAX SPEED OF THE GROUP UNDER THE FIELD IS 4 HEXES/TURN.
THE COST PER TURN TO KEEP THE FIELD GOING IS 2 TIMES THE NUMBER OF HEXES COVERED. THIS ENERGY COMES FROM THE POWER ACCUMULATORS. FOR DETECTION PURPOSES, FIGHTER EW SENSORS AND EBPR II SYSTEMS COUNT AS TYPE 1 ACHS SYSTEMS, AND SCOUT CHANNELS AND EBPR III SYSTEMS COUNT AS TYPE 2 ACHS SYSTEMS.
UNITS INSIDE A CAMOUFLAGE SYSTEM RECEIVE A -10% BONUS TO BE HIT.

SPECIAL NOTES:
THIS SHIP IS EQUIPPED WITH A 25 PT POWER CAPACITATOR FOR STORING FUEL FOR THE AMBUSH FIELD SYSTEM. IT IS SEPARATE FOR THE NORMAL ACCUMULATION ROLLS. IT IS ASSUMED TO BE FULLY CHARGED AT THE BEGINNING OF A SCENARIO. POWER POINTS ROLLED CAN BE PUT INTO EITHER THE WARP COST OR THE CAPACITATOR OR BOTH.

AMBUSH FIELD SYSTEM(AF)
THIS COUNTS AS A SPECIAL WEAPON SYSTEM.
IT ALLOWS GROUPS OF SHIPS TO GET INTO BETTER FIRING POSITIONS TO MAKE THE FIRST STRIKE OPPORTUNITY OR TO SET UP SURPRISE ATTACKS.
SHIPS INSIDE THE FIELD COUNT AS BEING SPACE SUBS FOR DETECTION PURPOSES.
MAX SPEED OF THE GROUP UNDER THE FIELD IS 4 HEXES/TURN.
THE COST PER TURN TO KEEP THE FIELD GOING IS 2 TIMES THE NUMBER OF HEXES COVERED. THIS ENERGY COMES FROM THE POWER ACCUMULATORS. FOR DETECTION PURPOSES, FIGHTER EW SENSORS AND EBPR II SYSTEMS COUNT AS TYPE 1 ACHS SYSTEMS, AND SCOUT CHANNELS AND EBPR III SYSTEMS COUNT AS TYPE 2 ACHS SYSTEMS.
UNITS INSIDE A CAMOUFLAGE SYSTEM RECEIVE A -10% BONUS TO BE HIT.

AF

PEGASUS CLASS HEAVY ENERGY CANNON

PEC	RANGE	POWER REQ.	SUCCESS RATE	DAMAGE	SPREAD EFFECT
MODE 1	1 PER 5 HEXES (30 MAX)	1 PER 1D10+10	80%	12D10+120 MAX	2 PER +1 HEX (6 MAX)

CYLON CLASS HEAVY ENERGY CANNON

CEC	RANGE	POWER REQ.	SUCCESS RATE	DAMAGE	SPREAD EFFECT
	30	12	80%	8D10+80	NONE

RAVASHAL CLASS PULSAR

RP	RANGE	POWER REQ.	SUCCESS RATE	DAMAGE	SPREAD EFFECT
	200	NONE	80%	5D10+50 PER TURN(MAX 4)	NONE

COLONIAL WARP CORRIDOR GENERATOR

WCG	RANGE	POWER REQ.	HEX SPREAD	MAXIMUM NUMBER OF UNITS CLASS 1	CLASS 2+	TORP
	0-25	12	3	72	3	NO LIMIT

NOTE: WORMHOLES ARE 2 WAY PASSAGES, BUT ANY SHIP OR MISSILE/TORP OF NON- RACIAL MAKING CORRIDOR ORIGIN TAKES 1 DMG. PER WORMHOLE HEX. FIGHTERS CANNOT ENTER.

SPECIAL NOTES:
THIS SHIP IS EQUIPPED WITH A 25 PT POWER CAPACITATOR FOR STORING FUEL FOR THE AMBUSH FIELD SYSTEM. IT IS SEPARATE FOR THE NORMAL ACCUMULATION ROLLS. IT IS ASSUMED TO BE FULLY CHARGED AT THE BEGINNING OF A SCENARIO. POWER POINTS ROLLED CAN BE PUT INTO EITHER THE WARP COST OR THE CAPACITATOR OR BOTH.

AMBUSH FIELD SYSTEM(AF)
THIS COUNTS AS A SPECIAL WEAPON SYSTEM.
IT ALLOWS GROUPS OF SHIPS TO GET INTO BETTER FIRING POSITIONS TO MAKE THE FIRST STRIKE OPPORTUNITY OR TO SET UP SURPRISE ATTACKS.
SHIPS INSIDE THE FIELD COUNT AS BEING SPACE SUBS FOR DETECTION PURPOSES.
MAX SPEED OF THE GROUP UNDER THE FIELD IS 4 HEXES/TURN.
THE COST PER TURN TO KEEP THE FIELD GOING IS 2 TIMES THE NUMBER OF HEXES COVERED. THIS ENERGY COMES FROM THE POWER ACCUMULATORS. FOR DETECTION PURPOSES, FIGHTER EW SENSORS AND EBPR II SYSTEMS COUNT AS TYPE 1 ACHS SYSTEMS, AND SCOUT CHANNELS AND EBPR III SYSTEMS COUNT AS TYPE 2 ACHS SYSTEMS.
UNITS INSIDE A CAMOUFLAGE SYSTEM RECEIVE A -10% BONUS TO BE HIT.
SPECIAL NOTES:
THE MASKING RESERVOIR IS GOOD FOR 20 SHOTS. ONCE IT IS ALL USED, IT MUST GO BACK TO A BASE TO REFILL..

MASKING GENERATOR SYSTEM(MG)
IT COUNTS AS A AMBUSH FIELD IN ALL RESPECTS EXCEPT FOR THE FOLLOWING:
IT CAN BE FIRED UP TO 3 HEXES AWAY.
THE FIELD COVERS ONLY 1 HEX, BUT LASTS FOR 10 TURNS.
FOR LINE-OF SIGHT PURPOSES, EVERY HEX THAT CONTAINS A MG CLOUD BETWEEN 2 FIRING SHIPS INCURS A -10% TO HIT PENALTY.

MASKING RESERVOIR

MG MR MG

HEAVY RAIL CANNON

HRC	PT BLANK 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0-18	19-30	31-42	43-48
DP MODE	PT BLANK 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	DAMAGE 2D10+4(+1CRIT) BASE PLUS 1D10+1(+1CRIT) EXTRA ARMING(MAX3) OR ROF=1/4 TURNS (5D10+7) +4 CRITS; ANTI-BC=1D4			

LIGHT RAIL GUN

LRG	PT BLANK 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0-6	7-10	11-14	15-16
DP MODE	PT BLANK 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	DAMAGE 1D10+5 PER TURN; ANTI-BC=1D4 SPECIAL: AGAINST ANY BASIC FIGHTER OR MISSILE, ON A D6(4+ ROLL), FIGHTER IS AUTO DESTROYED			

SHIELD DEFLECTOR ARRAYS
THESE ACT AS SHIELDS, ABSORBING A FIXED AMOUNT OF DAMAGE FROM ANY NON-MISSILE VOLLEYS. EACH USE OF A SDA IS A ONE-TIME USE. MULTIPLE SDAs CANNOT BE USED ON THE SAME CANNON. IF A CANNON HITS FOR 10 DAMAGE, A TYPE 5 SDA WILL SUBTRACT 5 POINTS, LEAVING 5 POINTS TO HIT THE SHIP. IF LESS DAMAGE HITS THE SHIP THAN THE VALUE OF THE SDA, THE EXTRA POINTS ARE WASTED.

SDA
5 5

CWG-CYLON WARP CORRIDOR GENERATOR

POWER REQUIREMENTS:
1 PT PER 3 HEX RANGE
1 PT PER 24 SHIP PTS.
1 PT PER HEX WIDTH
SUCCESS RATE: 80%

EXAMPLE:
24 HEX RANGE=8 PTS
192 SHIP PTS= 8 PTS
4 HEX WIDE= 4 PTS
TOTAL=20 PTS
NOTES:
NO RAMMING
NO SHIP MAY ENTER WORMHOLE IF WORMHOLE EXITS IN HEX WITH ENEMY SHIPS. CYLON BATTLECRAFT & TORPEDOES FUNCTION NORMALLY

FORMATION:
STEP 7: WORMHOLE HEXES DECLARED
STEP 9: MOVE THROUGH IT
30% CHANCE OF RANDOM HEX FACING USING 1D6 SCATTER DIAGRAM.

CHTW-{COLONIAL HYPER TACTICAL WARP CORRIDOR}
COST= NORMAL TAC
THIS HAS 2 BENEFITS:
1} THE TACTICAL AND STRATEGIC WARP IS HALF NORMAL COST
2} TWICE PER SCENARIO, A SHIP MAY ATTEMPT TO WARP DURING SPECIAL WEAPON FIRE TO AVOID THE AFFECTS AT A 80% SUCCESS. YOU MUST HAVE THE NECESSARY ACCUMULATED SPECIAL POWER POINTS BUILT UP.

QUANTUM SHIFT EFFECT:{QSE}
ACTS AS TRUE SUBSPACE SUB AND HAS A POWER ACCUMULATOR BATTERY EQUAL TO ITS TACTICAL WARP COST.
QSE-SLAVE UNIT: 1 SHIP IS NOMINATED TO HAVE THE MASTER UNIT. THIS SHIP HAS THE EQUIVLANENT OF ACACBI. ALL SLAVE UNITS MUST REMAIN WITHIN 3 HEXES OF THE MASTER SHIP. WHEN THE MASTER SHIP SHIFTS, SO DO THE SLAVE UNITS.

HEAVY PLASMA CANNON

HPL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG
STD MODE	0	1-10	11-20	21-30	20
HVY MODE	0	1-5	6-10	11-15	30
LR MODE	0	1-15	16-30	31-45	10

NOTE: NO DP MODE

PLASMA DEFENSE ARRAY

PDA	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0	1-3	4-6	7-9
	1D8+1	1D8	1D6	1D6

DMG AM/AT/ABC=AT RANGE

PLASMA STINGER CANNON

PSC	SAME HEX 30%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DMG=ANY TARGET
	0	1-2	3-4	5-6	3+1 CRIT	

SUPER PULSAR-VARIABLE FOCUS

PV	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG
STD MODE	0	1-12	13-24	25-36	24
HVY MODE	0	1-6	7-12	13-18	36
LR MODE	0	1-18	19-36	37-54	12

NOTE: NO DP MODE

MEGA LASER-LONG RANGE

ML-L	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%		DP MODE SAME HEX 10%	SHORT 5%	MEDIUM --%	LONG --%
	0		1-12		13-24		25-36		0	1-12	13-24	25-36
	3D10	30	4D6	24	2D10	20	2D8	16	1 DIE ROLL PER BATTERY			1D4

THE 12 COLONIES

CYLON EMPIRE

THE 13TH COLONY

CHITAIN EMPIRE

THE 14TH COLONY

SOLETRON BAY PLANETARY BOMB

SB	RANGE	SPEED	SUCCESS RATE	DAMAGE	HULL BOXES
	96	12	80%	6*DP REMAIN	100

NOTES:
THE COLONIAL'S MOST INSIDIOUS WEAPON. DESIGNED TO BE USED DURING THE COLONIAL'S WAR OF RETURN, WHAT LOOKS LIKE A LAUNCH BAY IS ACTUALLY AN ARMAGEDDON WEAPON.
2 OF THEM CAN TAKE OUT A PLANET. EACH ONE LAUNCHED COUNTS AS 1 WEAPON SYSTEM.
AREA OF EFFECT: 7 HEXES, CENTER HEX TAKES 100% DAMAGE, OUTER 6 HEXES TAKE 50% DAMAGE.
THE SMALLEST UNIT THAT CAN BE TARGETS IS SIZE CLASS 10

EACH LAUNCH BAY{2} IS EQUIPPED WITH A HANGAR BLAST SHIELD. IT WILL IGNORE THE FIRST 2 HANGAR DAMAGED CRITS OR THE FIRST HANGAR DESTROYED CRIT.

BATTLESTAR GALACTICA

ALIEN RACES UNOFFICIAL MASTER WEAPON GENERATIONAL CHART #4

STAR BLAZERS FLEET BATTLE SYSTEM

SUPERHEAVY RAIL CANNON

SRC	PT BLANK 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0-18	19-30	31-42	43-48
DP MODE	PT BLANK 70%	SHORT 50%	MEDIUM 30%	LONG 20%

	DAMAGE 5D10+22(+3CRIT)
	ROF=1/2 TURNS
	ANTI-BC=1D6			

FIGHTER LIGHT PULSAR LASERS

LPL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG SHIP	DMG BC	DMG=ANY TARGET
	0	1	2	3	2	1	ROF: 1/TURN

IT MAY RAM ANOTHER VESSEL WITH A 70% SUCCESS RATE. THE DEFENDER WILL ALWAYS GET A CHANCE TO CONDUCT DEFENSIVE FIRE. IF IT MISSES, IT MAY NOT TRY AGAIN. DAMAGE IS 2D6x3. TARGET VESSEL MUST BE WRITTEN DOWN AT BEGINNING OF GAME. UP TO 25% OF GIVEN FIGHTER FORCES MAY BE DEATH SQUADS. CAN ONLY TARGET BASES AND SHIPS.

THE MAXIMUM RANGE OF CONTROL FOR THE RCD IS 20 HEXES. AFTER ALL WEAPONS HAVE BEEN USED AND THERE IS NO MORE NEED FOR THE RCD, IT MAY RAM ANOTHER VESSEL WITH A 50% SUCCESS RATE. THE DEFENDER WILL ALWAYS GET A CHANCE TO CONDUCT DEFENSIVE FIRE. IF IT MISSES, IT MAY NOT TRY AGAIN. EACH TORPEDO BOAT CAN CONTROL 3 RCDs.

MEDIUM KINETIC PARTICLE BEAM CANNON DP MODE

MKP	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%		SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG --%
	0		1-4		5-8		9-12		0	1-4	5-8	9-12
	1D10	10	1D8	8	1D6	6	1D6	5	1 DIE ROLL PER BATTERY			1D4

HEAVY KINETIC PARTICLE BEAM CANNON DP MODE

HKP	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%		SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG --%
	0		1-7		8-14		15-21		0	1-7	8-14	15-21
	3D6	18	3D6	16	2D8	14	2D6	12	1 DIE ROLL PER BATTERY			1D6

SUPER-HEAVY KINETIC PARTICLE BEAM CANNON

SKP	RANGE	POWER REQ.	SUCCESS RATE	DAMAGE	SPREAD EFFECT	RATE OF FIRE
	50	NONE	80%	5D10+50	NONE	1 PER 2 TURNS

MEGA KINETIC PARTICLE BEAM CANNON

MKP	RANGE	POWER REQ.	SUCCESS RATE	DAMAGE	SPREAD EFFECT	RATE OF FIRE
	50	NONE	80%	10D10+100	NONE	1 PER 2 TURNS

TYLIUM FUEL BOMB

TFB	RANGE	SUCCESS RATE	DAMAGE	RATE OF FIRE
	1/2/3	50%/30%/20%	3D10+30	UP TO 2/ TURN

*UNOFFICIAL

TYLIUM TRAILBLAZER SYSTEM:
THIS SYSTEM DELIBERATELY SPEWS OUT EXPLOSIVE GASES OUT OF THE AFTERBURNER TO CREATE A CLOUD OF IGNITEABLE MATERIAL THAT CAN DAMAGE YACHTS AND SMALLER CRAFT. IT CAN BE USED ONCE PER FLIGHT PER GAME. AFFECTS ALL TARGET IN HEX.
TO BE HIT:
1D6-(SPD/6(ROUND UP)). 0 OR LESS=DAMAGE
DAMAGE IS AS FOLLOWS:
FIGHTERS PER FLIGHT:1D4 DESTROYED
YACHTS: 1D10*(SPEED/6(ROUND UP))
COST: 60/FLIGHT

CGI-L(COMMAND GROUP INTERFACE-LEADER)
ALLOWS THE COMMAND FLIGHT TO ACCEPT ESCORT FLIGHTERS TO MOVE UP TO 1 HEXE TO ACCEPT ANY HITS THAT WOULD NORMALLY HIT THE COMMAND FLIGHT INSTEAD. YOU MAY MOVE THE FIGHTERS AFTER DEFENSIVE FIRE IS CONDUCTED. ALSO UP TO 6 FLIGHTS OF FIGHTEWRS MAY BE CONTROLLED BY THE CGI-L AND GAIN A +10% BONUS TO HIT ANY 1 FIGHTER GROUP/SHIP.
COST:40 POINTS/COMMAND FLIGHT

BOMB BAY PAYLOAD

FTL WARP
○○○○○○○○

RAMMING MODULE:
COST:20 POINTS
USED DURING STEP 22 OF A GIVEN TURN, IT GIVES A +20% SUCCESS RATE TO BE BOARDED. IT TAKES UP 2 MODULE SPACES. 100 TROOPS PER TURN CAN DEPLOY THROUGH THE MODULE. WHILE ATTACHED, IT DOES 1 B CRIT PER TURN FOR 1D10 DAMAGE IF SUCCESSFUL. WHEN DOCKED, THE PLAGUE ENJOYS A -20% TO BE HIT FROM CAPITAL WEAPONS. FIGHTERS SUFFER NO PENALTY.

FIGHTER JAMMER RULES:
ONLY WORKS AGAINST YACHTS AND FIGHTER FLIGHTS. COVERS THE FRONT 120 DEGREES OF THE FIGHTER FLIGHT AT A MAX RANGE OF 8 HEXES. UP TO 6 FLIGHTS OF FIGHTERS MAY BE TARGETED BY A FLIGHT OF ELINT. FOR EACH FIGHTER LOST, 1 LESS FLIGHT MAY BE TARGETED.
ROF OF JAMMER IS 1/3 TURNS.
% TO AFFECT FIGHTER FLIGHT IS 25% TIMES (SHUTTLE/FLIGHT PRD):YACHTS=25%
F3 FIGHTERS WOULD BE AFFECTED <75%
ROLL ON D CRIT CHART TO RESTORE AT THE END OF EACH TURN. FLIGHTED AFFECTED CANNOT MOVE, SHOOT, OR USE SYSTEMS.
COST: 120 PER FLIGHT

ASSAULT CRAFT RULES:
YACHTS TAKE UP 90 BAY POINTS EACH. THEY MAY ONLY BE CARRIED ON SHIPS THAT HAVE 8 OR MORE SHUTTLES AND 2 OR MORE LAUNCH BAYS. SHIPS THAT DON'T NATURALLY CARRY THEM MAY OPERATE OTHER CRAFT BUT THE OPERATIONS ARE AT 1/3 NORMAL RATE. THE RATE OF LAUNCH FOR YACHTS IS 1 PER BAY PER TURN. ALL CYLON DREADNOUGHTS AND LANDING(TROOP) SHIPS MAY USE THEM IN EITHER THE BATTLECRAFT OR SUPPORT CRAFT BAYS. LAUNCH RATE FOR THEM IS 2x NORMAL

VARIABLE FIGHTER PULSAR LASERS

FTP								
	PULSE MODE	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DMG BC	DMG=ANY TARGET
		0	1	2	3	1	1	ROF: 3/TURN
	LANCE MODE	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG SHIP	DMG BC	DMG=ANY TARGET
		0	1	2	NA	4	1	ROF: 1/TURN

POSITRONIC ENERGY MISSILE BAY

PEM	SAME HEX 60%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DAMAGE POINTS	RATE OF FIRE
	0	1-2	3-4	5-6	1	1	1/TURN
	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DAMAGE POINTS	RATE OF FIRE
	0	1-2	3-4	5-6	2	2	1/2 TURNS
	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DAMAGE POINTS	RATE OF FIRE
	0	1-3	4-6	7-10	6	3	1/3 TURNS

CAPITAL ENERGY TORPEDO BAY(*3)

CET	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DAMAGE POINTS	RATE OF FIRE
	0	1-8	9-16	17-24	6	**3**	1/TURN
	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DAMAGE POINTS	RATE OF FIRE
	0	1-3	4-6	7-9	12	**5**	1/2 TURNS
	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DAMAGE POINTS	RATE OF FIRE
	0	1-2	3-4	5-6	25	**12**	1/3 TURNS

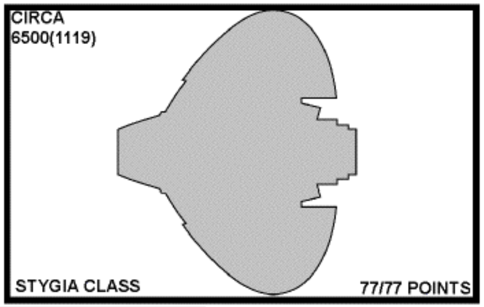
THE 12 COLONIES

CYLON EMPIRE

BATTLESTAR GALACTICA

ALIEN RACES UNOFFICIAL MASTER WEAPON GENERATIONAL CHART #6

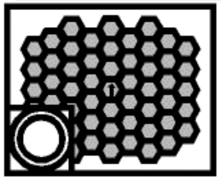
STAR BLAZERS FLEET BATTLE SYSTEM

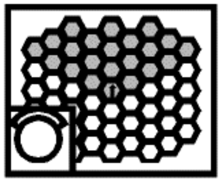


NOTE, THE TACTICAL AND STRATEGIC WARP COST ARE ONLY USED TO DETERMINE IF A SHIP CAN LEAVE THE BATTLEFIELD. *UNOFFICIAL

UNIT NAME:	UNIT NUMBER:
SUPPORT CRAFT	1
SUPPORT CRAFT	2
SUPPORT CRAFT	3

CYLON EMPIRE





BG RULES BY RICHARD LECLERQ
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
OUTLINE, picture,& DESIGN BY TODD BOYCE
http://ravensbranch.allen.com/battlespoo.html
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

WARSHIP HULL STRUCTURE

					1
					1
					2
▨					2
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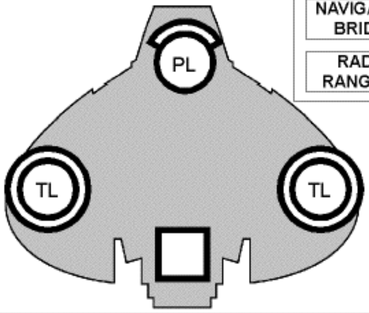

SHIP SYSTEMS
SPACE DEFENSE SYSTEM
COMMAND BRIDGE
BATTLE BRIDGE
NAVIGATION BRIDGE
RADAR RANGE: 20

WARSHIP HULL STRUCTURE

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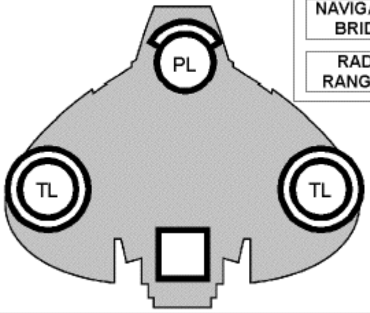

SHIP SYSTEMS
SPACE DEFENSE SYSTEM
COMMAND BRIDGE
BATTLE BRIDGE
NAVIGATION BRIDGE
RADAR RANGE: 20

WARSHIP HULL STRUCTURE

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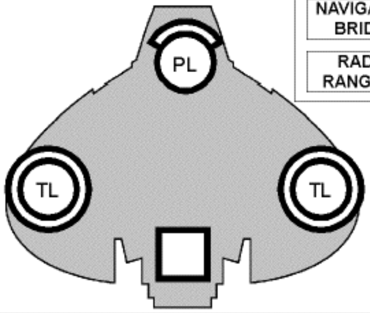

SHIP SYSTEMS
SPACE DEFENSE SYSTEM
COMMAND BRIDGE
BATTLE BRIDGE
NAVIGATION BRIDGE
RADAR RANGE: 20

WARSHIP HULL STRUCTURE

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					1
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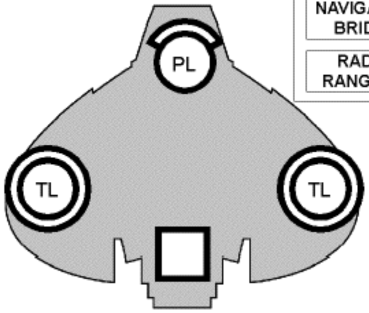

SHIP SYSTEMS
SPACE DEFENSE SYSTEM
COMMAND BRIDGE
BATTLE BRIDGE
NAVIGATION BRIDGE
RADAR RANGE: 20

WARSHIP HULL STRUCTURE

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					2
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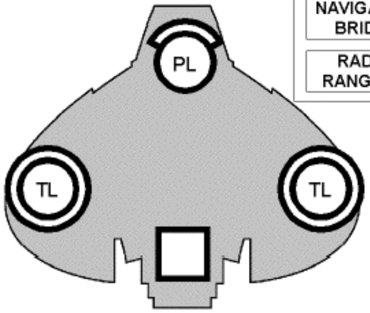

SHIP SYSTEMS
SPACE DEFENSE SYSTEM
COMMAND BRIDGE
BATTLE BRIDGE
NAVIGATION BRIDGE
RADAR RANGE: 20

WARSHIP HULL STRUCTURE

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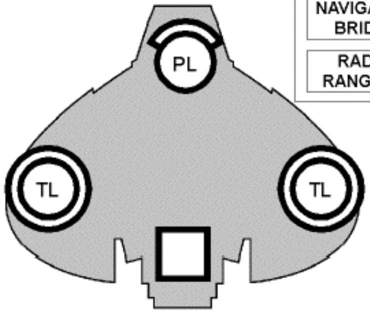


SHIP SYSTEMS
SPACE DEFENSE SYSTEM
COMMAND BRIDGE
BATTLE BRIDGE
NAVIGATION BRIDGE
RADAR RANGE: 20

CARGO MANIFEST-0.5 CARGO FACTORS EACH

1					
2					
3					
4					
5					
6					

ASSAULT CRAFT RULES:
YACHTS TAKE UP 90 BAY POINTS EACH. THEY MAY ONLY BE CARRIED ON SHIPS THAT HAVE 8 OR MORE SHUTTLES AND 2 OR MORE LAUNCH BAYS. SHIPS THAT DON'T NATURALLY CARRY THEM MAY OPERATE OTHER CRAFT BUT THE OPERATIONS ARE AT 1/3 NORMAL RATE. THE RATE OF LAUNCH FOR YACHTS IS 1 PER BAY PER TURN. ALL CYLON DREADNOUGHTS AND LANDING(TROOP) SHIPS MAY USE THEM IN EITHER THE BATTLECRAFT OR SUPPORT CRAFT BAYS. LAUNCH RATE FOR THEM IS 2x NORMAL

POWER ACCUMULATION LOG- 1D6 STATIONARY / 1D4 MOVING

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										
3										

MOVEMENT LOG

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										
3										

SUPPORT CRAFT
BAY POINTS: 0
BATTLECRAFT
BAY POINTS: 0
CAN LAND ON
GROUND

LIGHT PULSAR **DP MODE**

PL	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%		SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	ROF
	0		1-3		4-6		7-9		0	1-3	4-6	7-9	1 PER TURN
	1D10	9	1D8	7	1D6	5	1D4	4	1 DIE ROLL PER EVERY 2 BATTERIES			1D4	
	0		1-4		5-8		9-12		0	1-4	5-8	9-12	1 PER 2 TURNS
	1D10	10	1D8	8	1D6	6	1D6	5	1 DIE ROLL PER BATTERY			1D4	
	0		1-5		6-10		11-15		0	1-5	6-10	11-15	1 PER 3 TURNS
	1D12	12	1D10	10	1D8	8	1D6	6	1 DIE ROLL PER BATTERY			1D4	

TURBO LASER BATTERY **DP MODE**

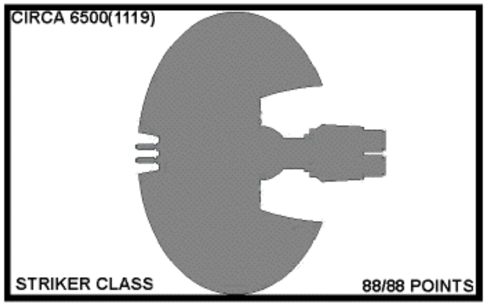
TL	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%		SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
	0		1-2		3-4		5-6		0	1-2	3-4	5-6
	1D6	6	1D6	5	1D4	4	1D4	3	1 DIE ROLL PER BATTERY			1D4

WARSHIP DATA

WARSHIP CLASS	2	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITY		1	
POWER RATING FACTOR	6				
TACTICAL WARP COST	NA	STRATEGIC WARP COST			NA
TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST	
	1-6	1 HEX	0.5 PRF	1.0 PRF	
	7-12	2 HEXES	0.5 PRF	1.0 PRF	

CYLON ASSAULT CRAFT(91M)

STAR BLAZERS FLEET BATTLE SYSTEM

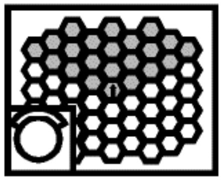

CIRCA 6500(1119)

STRIKER CLASS 88/88 POINTS

NOTE, THE TACTICAL AND STRATEGIC WARP COST ARE ONLY USED TO DETERMINE IF A SHIP CAN LEAVE THE BATTLEFIELD. *UNOFFICIAL

UNIT NAME:	UNIT NUMBER:
SUPPORT CRAFT	1
SUPPORT CRAFT	2
SUPPORT CRAFT	3

CYLON EMPIRE



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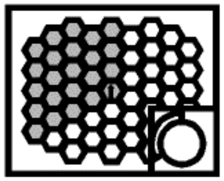
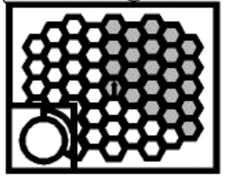
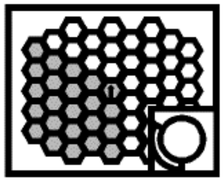
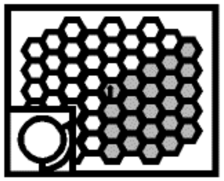
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)







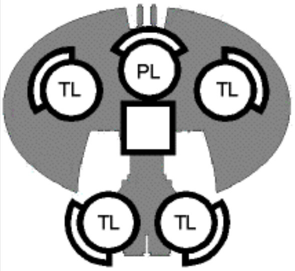


WARSHIP HULL STRUCTURE

					1
					1
					2
▨					2
					E

SHIP SYSTEMS

SPACE DEFENSE SYSTEM
COMMAND BRIDGE
BATTLE BRIDGE
NAVIGATION BRIDGE
RADAR RANGE: 20



WARSHIP HULL STRUCTURE

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					1
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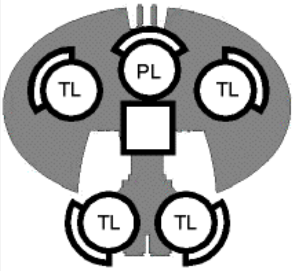
					E

SHIP SYSTEMS

SPACE DEFENSE SYSTEM
COMMAND BRIDGE
BATTLE BRIDGE
NAVIGATION BRIDGE
RADAR RANGE: 20



WARSHIP HULL STRUCTURE

					1
					1
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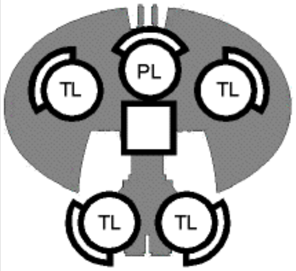
▨					2
					E

SHIP SYSTEMS

SPACE DEFENSE SYSTEM
COMMAND BRIDGE
BATTLE BRIDGE
NAVIGATION BRIDGE
RADAR RANGE: 20

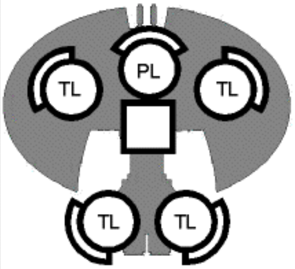


WARSHIP HULL STRUCTURE

					1
					1
					2
▨					2
					E

SHIP SYSTEMS

SPACE DEFENSE SYSTEM
COMMAND BRIDGE
BATTLE BRIDGE
NAVIGATION BRIDGE
RADAR RANGE: 20

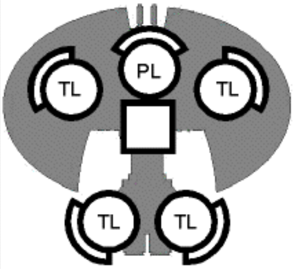


WARSHIP HULL STRUCTURE

					1
					1
					2
▨					2
					E

SHIP SYSTEMS

SPACE DEFENSE SYSTEM
COMMAND BRIDGE
BATTLE BRIDGE
NAVIGATION BRIDGE
RADAR RANGE: 20

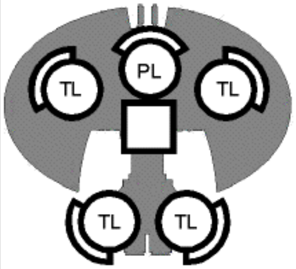


WARSHIP HULL STRUCTURE

					1
					1
					2
▨					2
					E

SHIP SYSTEMS

SPACE DEFENSE SYSTEM
COMMAND BRIDGE
BATTLE BRIDGE
NAVIGATION BRIDGE
RADAR RANGE: 20



STRIKE CRAFT RULES:
YACHTS TAKE UP 90 BAY POINTS EACH. THEY MAY ONLY BE CARRIED ON SHIPS THAT HAVE 8 OR MORE SHUTTLES AND 2 OR MORE LAUNCH BAYS. SHIPS THAT DON'T NATURALLY CARRY THEM MAY OPERATE OTHER CRAFT BUT THE OPERATIONS ARE AT 1/3 NORMAL RATE. THE RATE OF LAUNCH FOR YACHTS IS 1 PER BAY PER TURN. ALL CYLON DREADNOUGHTS AND LANDING(TROOP) SHIPS MAY USE THEM IN EITHER THE BATTLECRAFT OR SUPPORT CRAFT BAYS. LAUNCH RATE FOR THEM IS 2x NORMAL

POWER ACCUMULATION LOG- 1D6 STATIONARY / 1D4 MOVING

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										
3										

MOVEMENT LOG

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										
3										

SUPPORT CRAFT
BAY POINTS: 0
BATTLECRAFT
BAY POINTS: 0
CAN LAND ON
GROUND

LIGHT PULSAR | DP MODE

PL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	ROF
	0	1-3	4-6	7-9	0	1-3	4-6	7-9	1 PER TURN
	1D10 9	1D8 7	1D6 5	1D4 4	1 DIE ROLL PER EVERY 2 BATTERIES			1D4	
	0	1-4	5-8	9-12	0	1-4	5-8	9-12	1 PER 2 TURNS
	1D10 10	1D8 8	1D6 6	1D6 5	1 DIE ROLL PER BATTERY			1D4	
	0	1-5	6-10	11-15	0	1-5	6-10	11-15	1 PER 3 TURNS
	1D12 12	1D10 10	1D8 8	1D6 6	1 DIE ROLL PER BATTERY			1D4	

TURBO LASER BATTERY | DP MODE

TL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
	0	1-2	3-4	5-6	0	1-2	3-4	5-6
	1D6 6	1D6 5	1D4 4	1D4 3	1 DIE ROLL PER BATTERY			1D4

WARSHIP DATA

WARSHIP CLASS	2	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITY	1
POWER RATING FACTOR	4		
TACTICAL WARP COST	NA	STRATEGIC WARP COST	NA

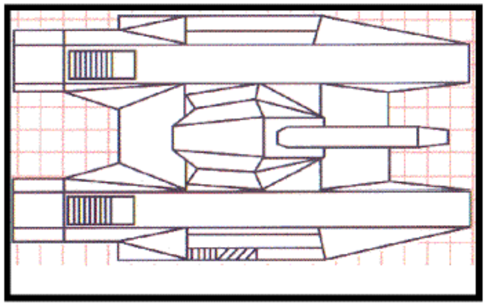
TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST
	1-6	1 HEX	0.5 PRF	1.0 PRF
	7-12	2 HEXES	0.5 PRF	1.0 PRF

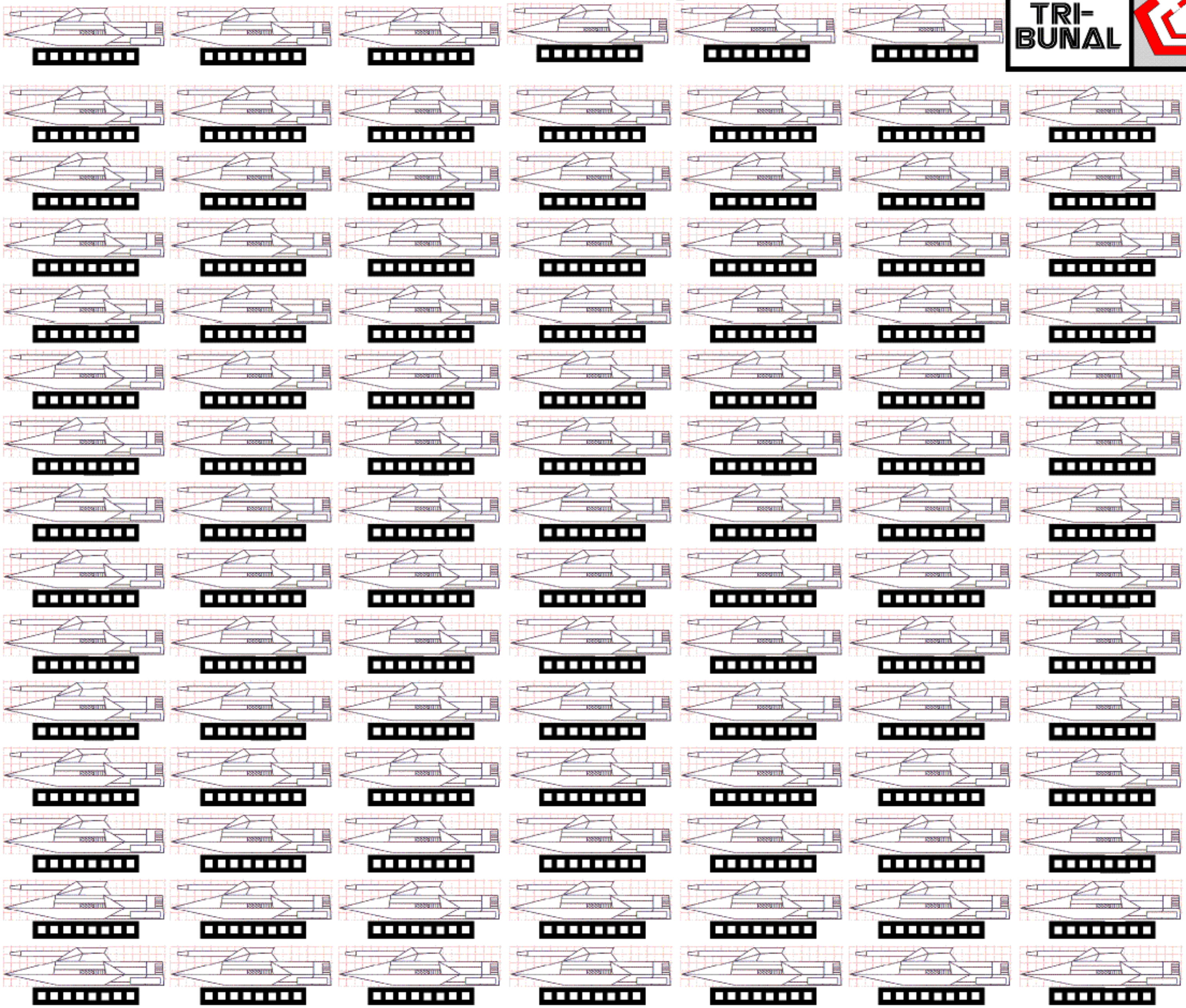
CYLON STRIKE CRAFT(80M)

STAR BLAZERS FLEET BATTLE SYSTEM

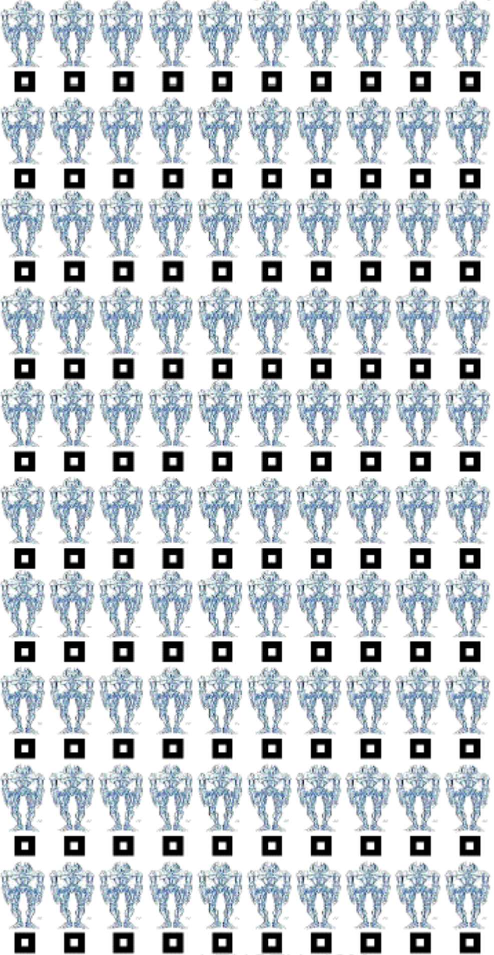
*UNOFFICIAL

CYLON
TRI-
BUNAL





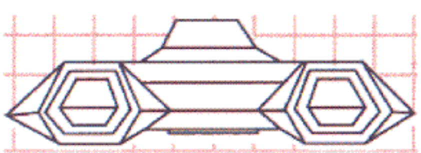
CYLON HWS QUADS(OFF=20, DEF=10)



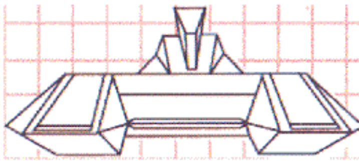
LENGTH: 13M
WIDTH: 7.1M
HEIGHT: 3.0M
CREW: 3
MASS: 29.5 TONS
INTRODUCED: 7364(1981)
PASSENGERS: 10
MAX SPEED: 350 KMH

ARMAMENT:
1xHEAVY CHARGED PLASMA CANNON

OFFENSIVE RATING: 100
DEFENSIVE RATING: 80



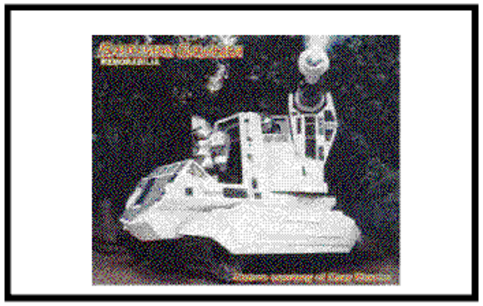
BG RULES BY HARDLEC
SCHEMATICS FROM THE STELLAR 7
INSTRUCTION MANUAL
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)



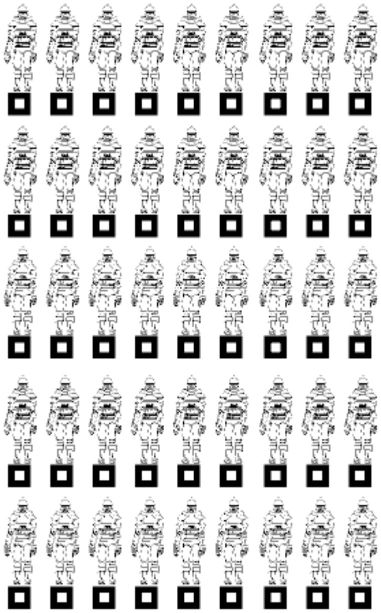
CYLON DESTINY CLASS MAIN BATTLE TANK(APC) MKII

STAR BLAZERS FLEET BATTLE SYSTEM

CYLON EMPIRE



CYLON SQUADS(OFF=10, DEF=10)

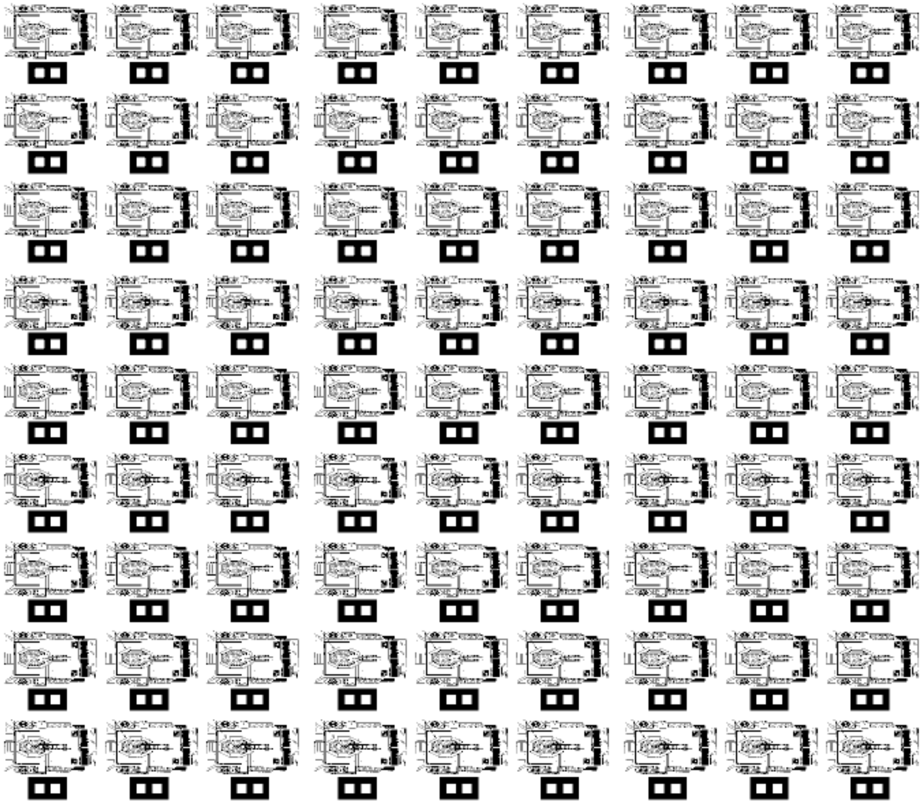


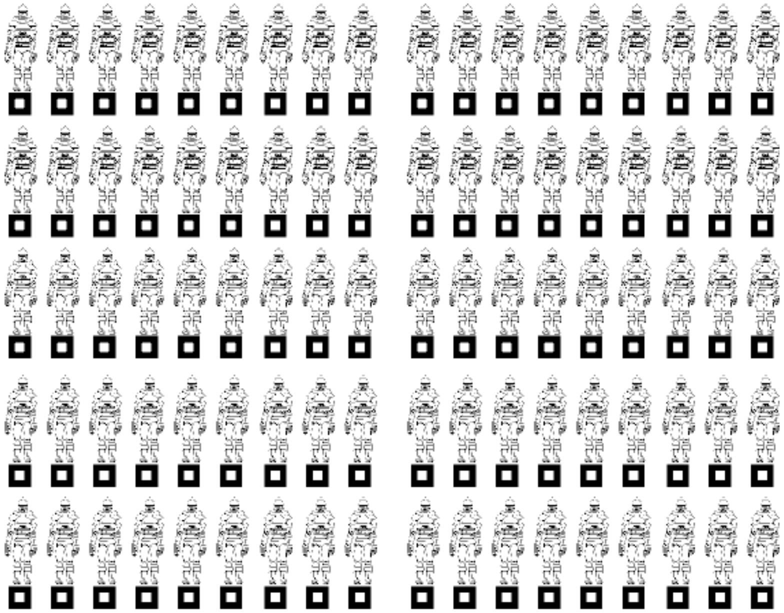
LENGTH: 3.6M
WIDTH: 2.5M
HEIGHT: 2.7M
CREW: 2
MASS: 3.3 TONS
INTRODUCED: 6500(1119)
PASSENGERS: 0
MAX SPEED: 160 KMH

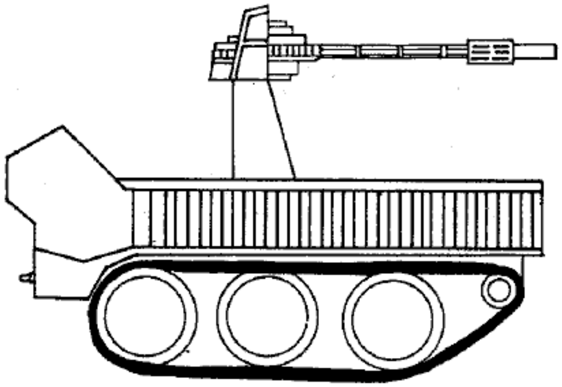
ARMAMENT:
1xHEAVY LASER CANNON TURRET

OFFENSIVE RATING: 30
DEFENSIVE RATING: 20
(5+ ON 1D6 TO DODGE SHOTS)

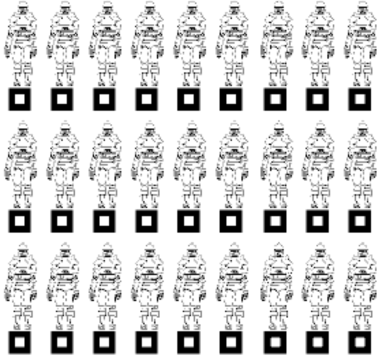
CYLON GUARDIAN CLASS ARMORED ASSAULT VEHICLE

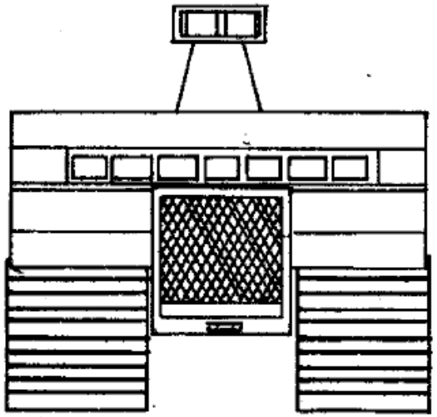






BG RULES BY HARDLEC
SCHEMATICS FROM THE COLONIAL
WARRIORS TECHNICAL MANUAL
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)





STAR BLAZERS FLEET BATTLE SYSTEM

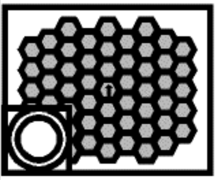
CIRCA 6000(619)

LOADER-1 CLASS

155/227 POINTS

UNIT NAME:		UNIT NUMBER:
SUPPORT CRAFT		1
SUPPORT CRAFT		2
SUPPORT CRAFT		3

THE 12 COLONIES CIVILIAN



BG RULES BY RICHARD LECLERQ
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

NOTE, THE TACTICAL AND STRATEGIC WARP COST ARE ONLY USED TO DETERMINE IF A SHIP CAN LEAVE THE BATTLEFIELD.

SUPPORT CRAFT
BAY POINTS: 80 EACH
BATTLECRAFT
BAY POINTS: 0
NORMALLY DEPLOYS
2 SHUTTLES EACH

*UNOFFICIAL

1

WARSHIP HULL STRUCTURE

			1
			1
			1
			1
			1
			2
▨			
			2
			2
			2
			E

SHIP SYSTEMS

COMMAND BRIDGE
BATTLE BRIDGE
NAVIGATION BRIDGE
RADAR RANGE: 20
HANGAR DECK
LAUNCH: 2
REARM: 2
SPACE DEFENSE SYSTEM
CARGO CAPACITY

2

WARSHIP HULL STRUCTURE

			1
			1
			1
			1
			1
			2
▨			
			2
			2
			2
			E

SHIP SYSTEMS

COMMAND BRIDGE
BATTLE BRIDGE
NAVIGATION BRIDGE
RADAR RANGE: 20
HANGAR DECK
LAUNCH: 2
REARM: 2
SPACE DEFENSE SYSTEM
CARGO CAPACITY

3

WARSHIP HULL STRUCTURE

			1
			1
			1
			1
			1
			2
▨			
			2
			2
			2
			E

SHIP SYSTEMS

COMMAND BRIDGE
BATTLE BRIDGE
NAVIGATION BRIDGE
RADAR RANGE: 20
HANGAR DECK
LAUNCH: 2
REARM: 2
SPACE DEFENSE SYSTEM
CARGO CAPACITY

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										
3										

MOVEMENT LOG

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										
3										

CARGO MANIFEST-5 CARGO FACTORS EACH

1					
2					
3					

TURBO LASER BATTERY / DP MODE

	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%		SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
TL	0		1-2		3-4		5-6		0	1-2	3-4	5-6
	1D6	6	1D6	5	1D4	4	1D4	3	1 DIE ROLL PER BATTERY			1D4

WARSHIP DATA

WARSHIP CLASS	4	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITY	1
POWER RATING FACTOR	2		
TACTICAL WARP COST	(25)	STRATEGIC WARP COST	(50)

TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST
	1-6	1 HEX	1.0 PRF	1.0 PRF
	7-12	2 HEXES	1.0 PRF	1.0 PRF

CIVILIAN SMALL FREIGHTER(400M)

COLONIAL BATTLESTAR *LIBURNIA*

CREW UNITS

									10
									20
									30
									40
									50
									60

DECK CREWS

									10
									20

BOARDING PARTIES

									10
									20
									30
									40
									50
									60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

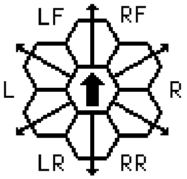
NOT ALL SHUTTLES AND BOARDING PARTIES ARE SHOWN FOR CLARITY

SHIP DATA TABLE

TYPE = CVC
POINT VALUE = 108
FIGHTER PV = +84
LIFE SUPPORT = 2
SIZE CLASS = 2
MOVEMENT COST = 2

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0



TURN MODE D	SPEED
1	2 - 4
2	5 - 8
3	9 -12
4	13 -17
5	18 -24
6	25+

ALPHA LANDING BAY VIPER FIGHTER FLIGHT

	1				2		
HIT 3	1				1		
	2				2		
HIT 2	3				3		
	4				4		
	5				5		
HIT 1	6				6		
	7				7		
	8				8		

BETA LANDING BAY VIPER FIGHTER FLIGHT

	3				4		
HIT 3	1				1		
	2				2		
HIT 2	3				3		
	4				4		
	5				5		
HIT 1	6				6		
	7				7		
	8				8		

ASP

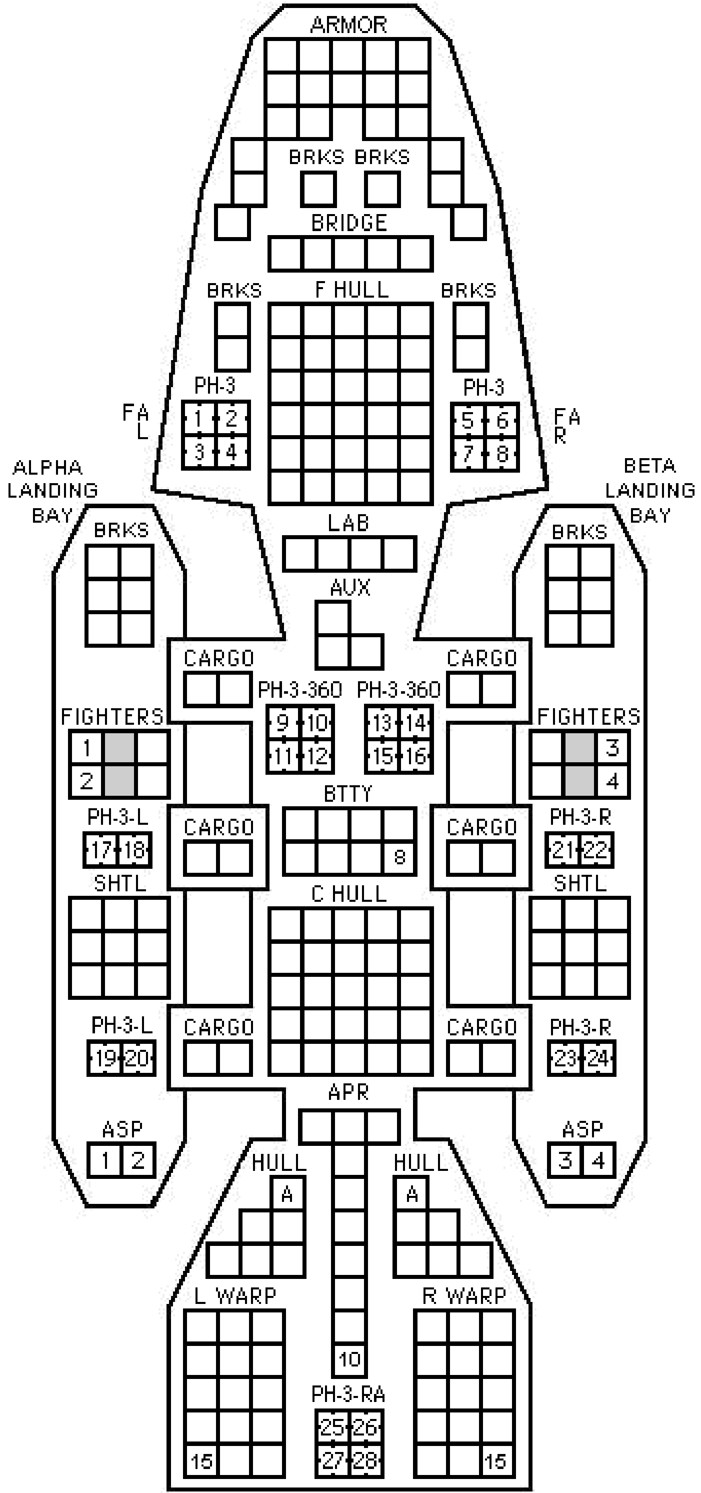
1		3	
2		4	

SENSOR
6
6
6
5
3
1
0

SCANNER
0
0
0
1
3
5
9

DAM CON
6
4
4
2
2
2
0

EX DAM



COLONIAL *PULSAR* CLASS GUNSTAR

CREW UNITS

☐	☐	☐	☐	☐	☐	☐	☐	☐	10
☐	☐	☐	☐	☐	☐	☐	☐	☐	20
☐	☐	☐	☐	☐	☐	☐	☐	☐	30
☐	☐	☐	☐	☐	☐	☐	☐	☐	40
☐	☐	☐	☐	☐					

DECK CREWS

☐	☐	☐	☐	☐	☐	☐	☐	☐	10
☐	☐	☐	☐	☐	☐	☐	☐	☐	20
☐	☐								

BOARDING PARTIES

☐	☐	☐	☐	☐	☐	☐	☐	☐	10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
	☐	☐	☐	☐	☐	☐	
	☐	☐	☐	☐	☐	☐	
	☐	☐	☐	☐	☐	☐	
	☐	☐	☐	☐	☐	☐	
	☐	☐	☐	☐	☐	☐	
	☐	☐	☐	☐	☐	☐	
	☐	☐	☐	☐	☐	☐	
	☐	☐	☐	☐	☐	☐	

MISSILES

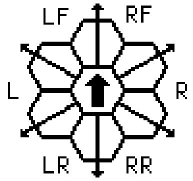
A	☐	☐	☐	☐	☐	☐
B	☐	☐	☐	☐	☐	☐

SHIP DATA TABLE

TYPE = CVS
POINT VALUE = 116
FIGHTER PV = +74
LIFE SUPPORT = 2
SIZE CLASS = 2
MOVEMENT COST = 2

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6–8	9–15	16–25
1	9	8	7	6	5	5	4	3	2
2	8	7	6	5	5	4	3	2	1
3	7	5	5	4	4	4	3	1	0
4	6	4	4	4	4	3	2	0	0
5	5	4	4	4	3	3	1	0	0
6	4	4	3	3	2	2	0	0	0



FA = LF + RF
RA = LR + RR

TURN MODE D	SPEED
1	2 – 4
2	5 – 8
3	9 –12
4	13–17
5	18–24
6	25+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4–8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

ASP

1		2	
☐	☐	☐	☐
☐	☐	☐	☐
☐	☐	☐	☐

FIGHTER FLIGHTS

1			2			3			4		
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

TYPE IV PHASER TABLE

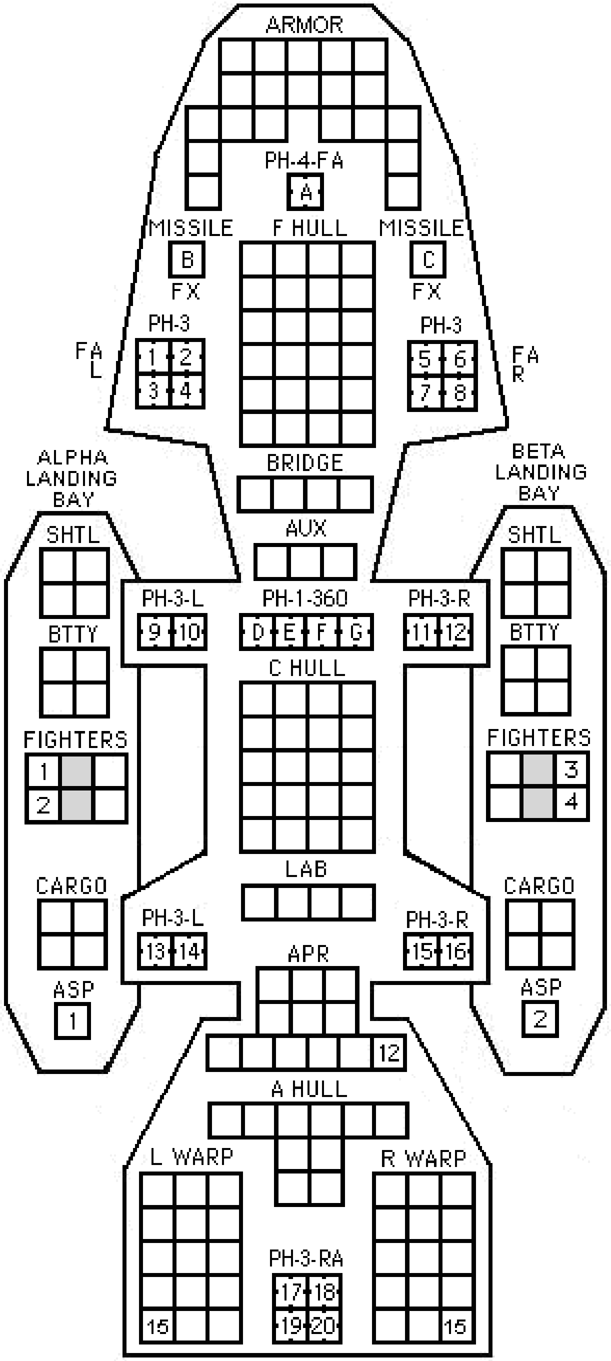
DIE ROLL	RANGE 0–3	4–5	6	7	8	9	10	11–13	14–17	18–25	26–40
1	20	20	20	15	12	10	8	6	5	4	3
2	20	20	15	12	11	9	8	6	4	3	2
3	20	15	12	11	10	8	7	5	4	2	1
4	20	15	11	10	9	8	6	4	3	1	0
5	15	12	10	9	8	7	5	3	2	0	0
6	15	10	9	8	7	6	5	3	1	0	0

SENSOR
6
6
6
5
3
1
0

SCANNER
0
0
0
1
3
5
9

DAM CON
6
4
4
2
2
2
0

EX DAM
☐
☐
☐
☐
☐
☐
☐
☐
☐



COLONIAL *TEUCER* CLASS MISSILESTAR

CREW UNITS

									10
									20
									30
									40

DECK CREWS

									10
									20

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

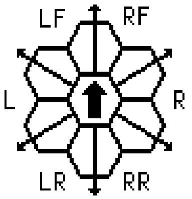
SHIP DATA TABLE

TYPE = CAD
POINT VALUE = 120
FIGHTER PV = +74
LIFE SUPPORT = 2
SIZE CLASS = 2
MOVEMENT COST = 2

TURN MODE		SPEED
D	1	2 - 4
	2	5 - 8
	3	9 - 12
	4	13 - 17
	5	18 - 24
	6	25+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25
1	9	8	7	6	5	5	4	3	2
2	8	7	6	5	5	4	3	2	1
3	7	5	5	4	4	4	3	1	0
4	6	4	4	4	4	3	2	0	0
5	5	4	4	4	3	3	1	0	0
6	4	4	3	3	2	2	0	0	0



FA = LF + RF
RA = LR + RR

MISSILES

A					
B					
C					
D					
E					
F					

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

ASP

1	2

FIGHTER FLIGHTS

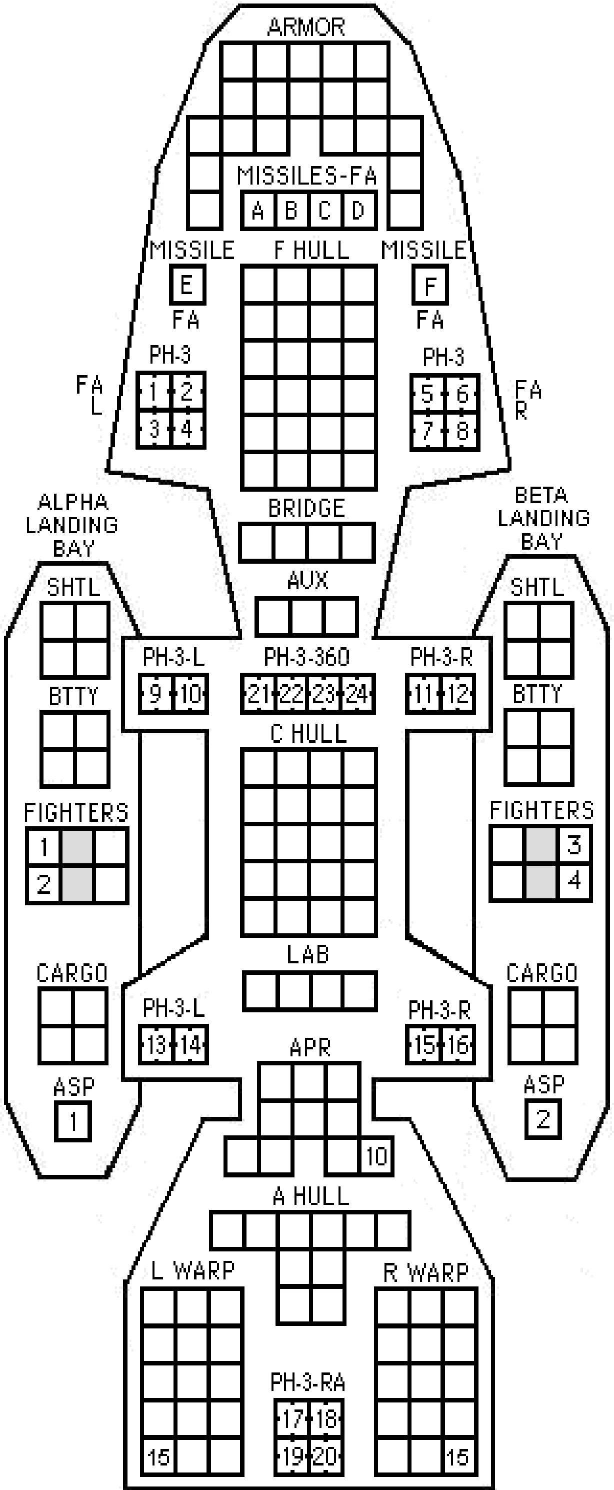
1	2	3	4

SENSOR
6
6
6
5
3
1
0

SCANNER
0
0
0
1
3
5
9

DAM CON
6
4
4
2
2
2
0

EX DAM



COLONIAL SPAWN CLASS FIGHTING STAR

CREW UNITS

10
20
30
40

DECK CREWS

10
20

BOARDING PARTIES

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

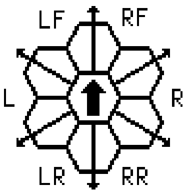
SHIP DATA TABLE

TYPE = CA
POINT VALUE = 103
FIGHTER PV = +116
LIFE SUPPORT = 2
SIZE CLASS = 2
MOVEMENT COST = 2

TURN MODE D		SPEED
	1	2 - 4
	2	5 - 8
	3	9 - 12
	4	13 - 17
	5	18 - 24
	6	25+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25
1	9	8	7	6	5	5	4	3	2
2	8	7	6	5	5	4	3	2	1
3	7	5	5	4	4	4	3	1	0
4	6	4	4	4	4	3	2	0	0
5	5	4	4	4	3	3	1	0	0
6	4	4	3	3	2	2	0	0	0



FA = LF + RF
RA = LR + RR

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

FIGHTER FLIGHTS

1	2	3	4	5	6

ASP

1	2	3	4

SENSOR

6
6
6
5
3
1
0

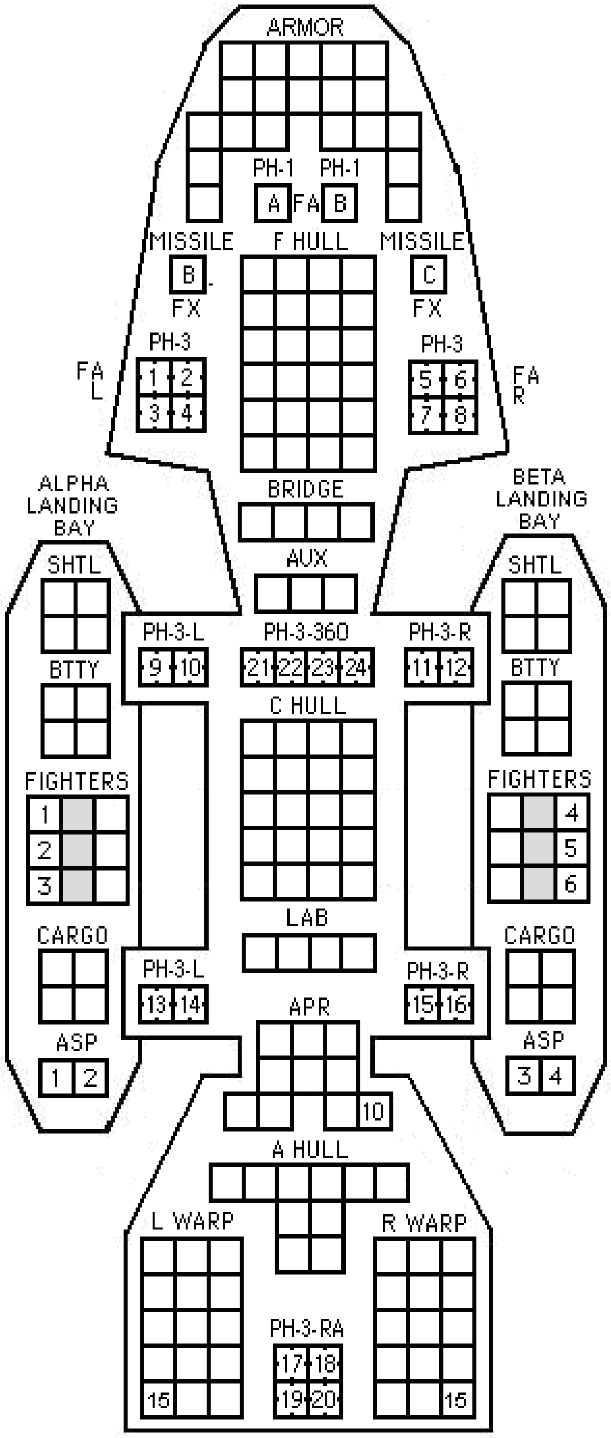
SCANNER

0
0
0
1
3
5
9

DAM CON

6
4
4
2
2
2
2
0

EX DAM



COLONIAL *HERMES* CLASS FLEET TENDER

CREW UNITS

☐☐☐☐☐☐☐☐☐ 10
☐☐

BOARDING PARTIES

☐☐☐☐☐☐

DECK CREWS

☐☐☐☐☐☐☐☐☐ 10
☐☐☐☐☐☐☐☐

FIGHTER FLIGHTS

1	2

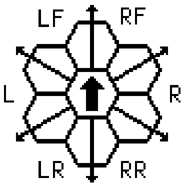
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE = TF
POINT VALUE
TF-C/F = 53
TF-D = 53
TF-H = 53
TF-P = 71
TF-R = 62
TF-T = 53
TF-PF = 55
FIGHTER PV = +32
LIFE SUPPORT = 2
SIZE CLASS = 3
MOVEMENT COST = 1

TURN MODE D	SPEED
1	2 - 4
2	5 - 8
3	9 -12
4	13-17
5	18-24
6	25+



SENSOR 6 2 0

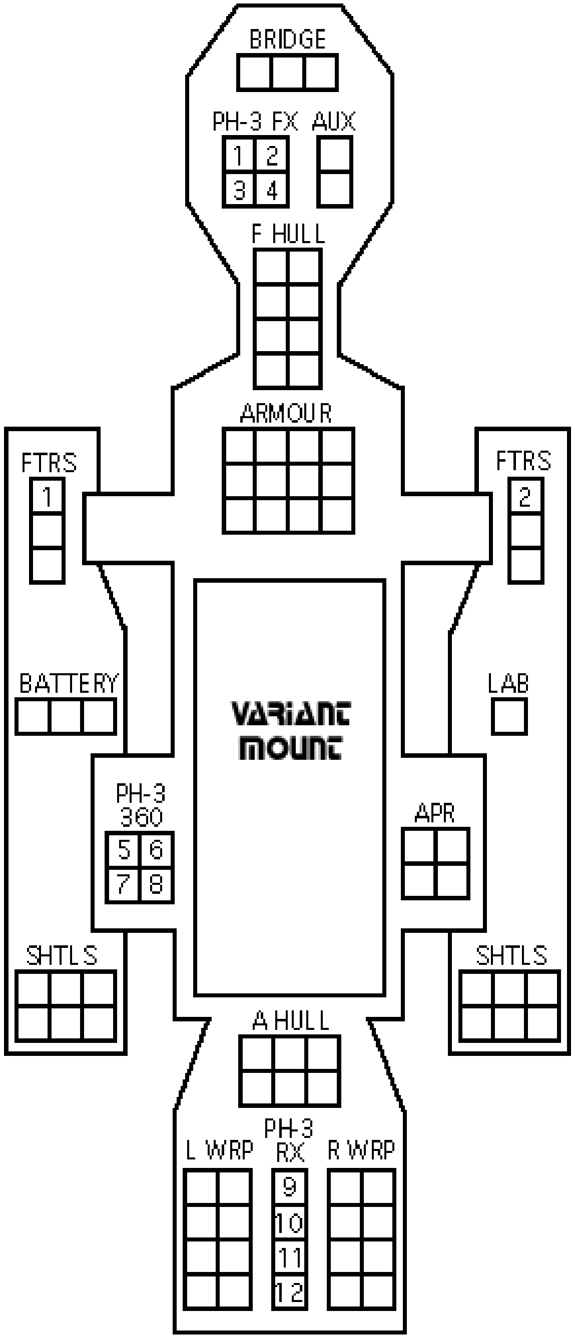
SCANNER 0 4 0

DAM CON 4 2 0

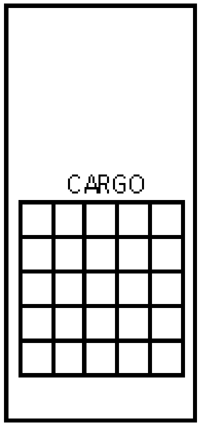
EX DAM ☐☐☐☐☐

TYPE III DEFENSE PHASER

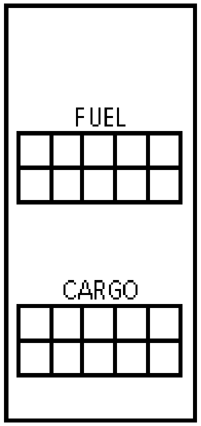
DIE ROLL	RANGE 0	1	2	3	4-8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0



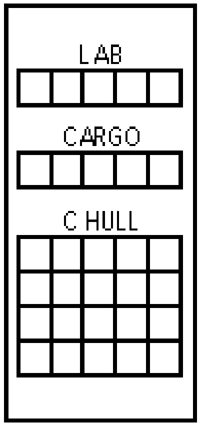
TF-C/F CARGO/FUEL CARRIER



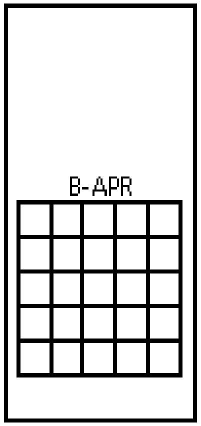
TF-D DROMEDARY



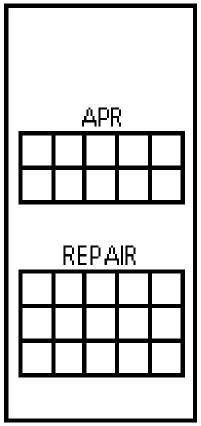
TF-H HOSPITAL SHIP



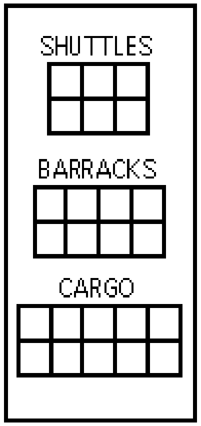
TF-P POWER SHIP



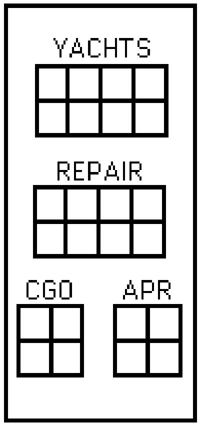
TF-R FLEET REPAIR



TF-T TROOP TRANSPORT



TF-PF PATROLBOAT TENDER



COLONIAL *RANGER* CLASS
LIGHT ESCORT CRUISER

CREW UNITS

☐ ☐ ☒ ☐ ☐ ☐ ☐ ☐ ☐ 10

BOARDING PARTIES

☐ ☐

DECK CREWS

☐ ☐

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6–8	9–15	16–25
1	9	8	7	6	5	5	4	3	2
2	8	7	6	5	5	4	3	2	1
3	7	5	5	4	4	4	3	1	0
4	6	4	4	4	4	3	2	0	0
5	5	4	4	4	3	3	1	0	0
6	4	4	3	3	2	2	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4–8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

ASP

1		2	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

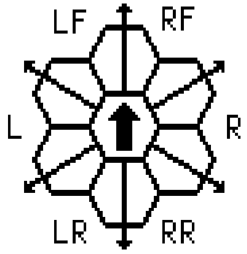
SHIP DATA TABLE

TYPE = CLE
POINT VALUE = 38
FIGHTER PV = +10
LIFE SUPPORT = 0.5
SIZE CLASS = 4
MOVEMENT COST = 0.5

TURN MODE		SPEED
A	1	2 – 6
	2	7 – 12
	3	13–19
	4	21–26
	5	27+

SENSOR	DAM CON
6	2
6	2
3	2
0	0

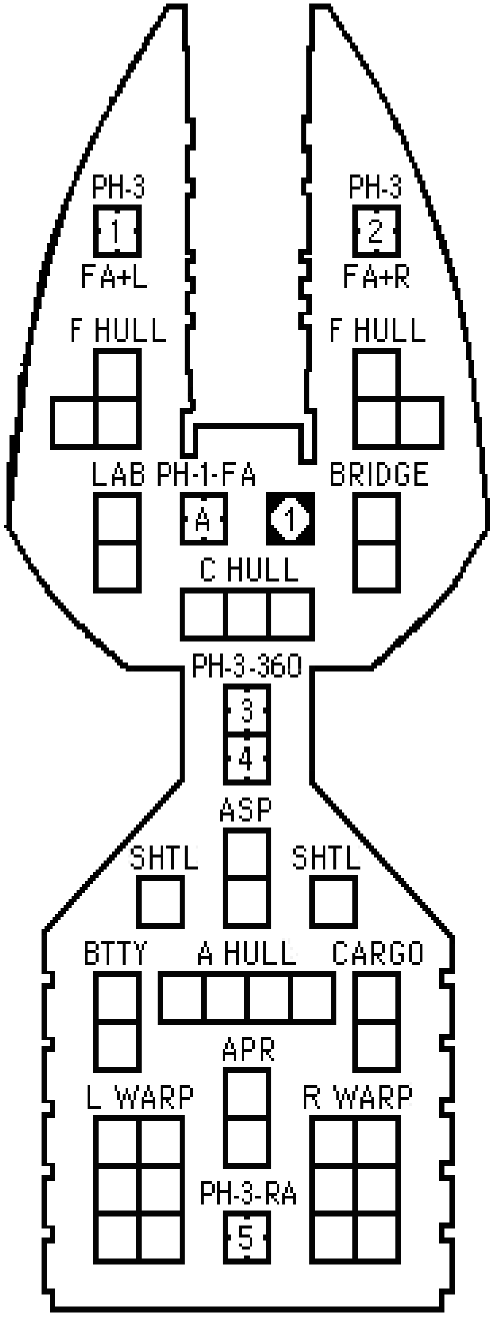
SCANNER	EX DAM
0	
1	
4	
9	



FA = LF + RF
RA = LR + RR

ARMOR

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐



COLONIAL XERSES CLASS LIGHT CRUISER

CREW UNITS

		☒							10

BOARDING PARTIES

DECK CREWS

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

FIGHTER FLIGHTS

1			2		

ADMINISTRATIVE SHUTTLES

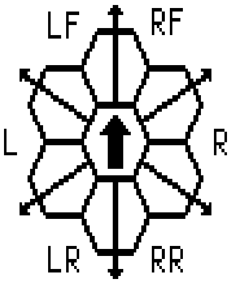
IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

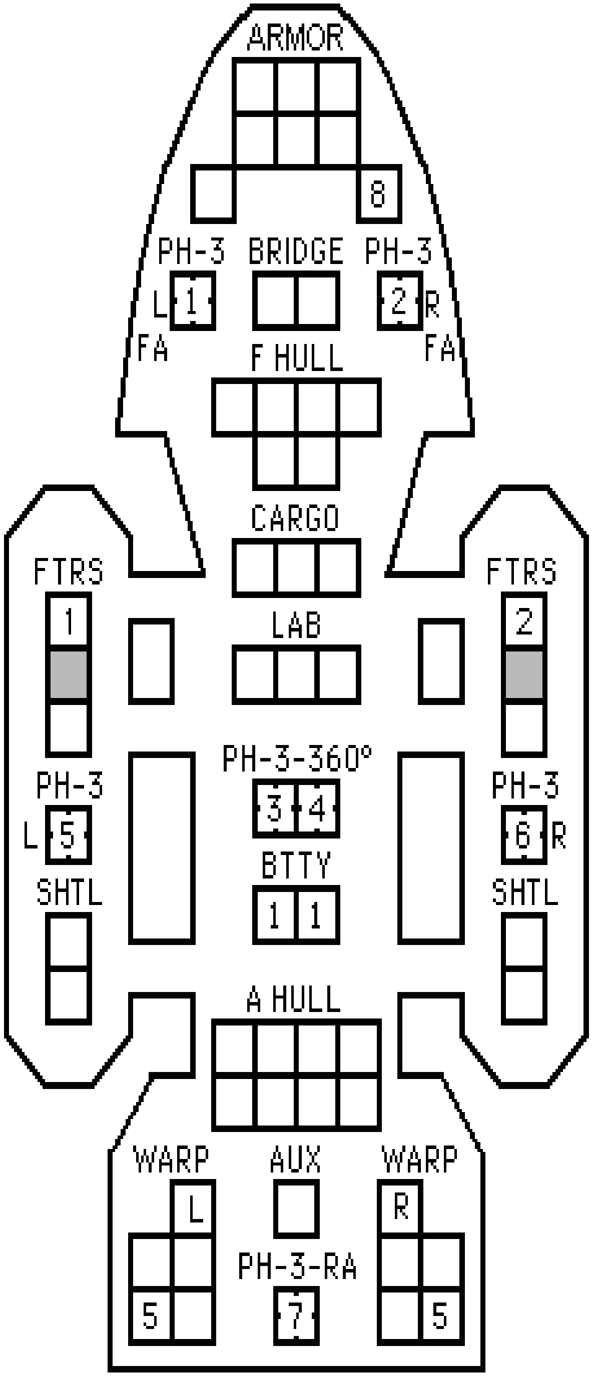
TYPE = CL
POINT VALUE = 35
FIGHTER PV = +32
LIFE SUPPORT = 0.5
SIZE CLASS = 4
MOVEMENT COST = 0.5

TURN MODE		SPEED
B	1	2 - 5
	2	6 - 10
	3	11-15
	4	16-21

SENSOR	DAM CON	SCANNER	EX DAM
6	2	0	
6	2	1	
3	2	4	
0	0	9	



FA = LF + RF
RA = LR + RR



STAR BLAZERS FLEET BATTLE SYSTEM

CIRCA 7346(1965)

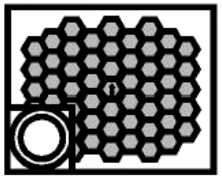
FALCON CLASS 90/90 POINTS

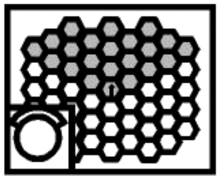
NOTE, THE TACTICAL AND STRATEGIC WARP COST ARE ONLY USED TO DETERMINE IF A SHIP CAN LEAVE THE BATTLEFIELD.

*UNOFFICIAL

UNIT NAME:	UNIT NUMBER:
SUPPORT CRAFT	1
SUPPORT CRAFT	2
SUPPORT CRAFT	3
SUPPORT CRAFT	4

THE EASTERN ALLIANCE



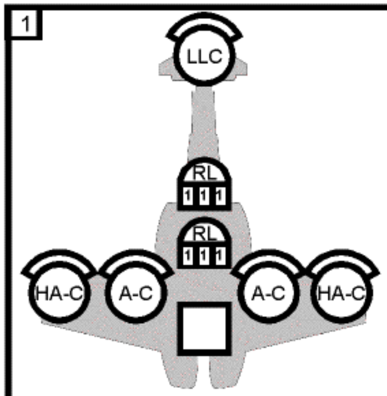


SUPPORT CRAFT
BAY POINTS: 0
BATTLECRAFT
BAY POINTS: 0

CARGO MANIFEST-0.1 CARGO FACTORS EACH

1					
2					
3					
4					

1



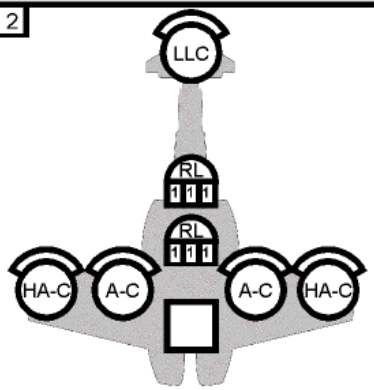
WARSHIP HULL STRUCTURE

				1
				1
				2
▨				2
				E

SHIP SYSTEMS

RADAR RANGE: 25
COMMAND BRIDGE
SPACE DEFENSE SYSTEM
BATTLE BRIDGE
CARGO CAPACITY
NAVIGATION BRIDGE

2



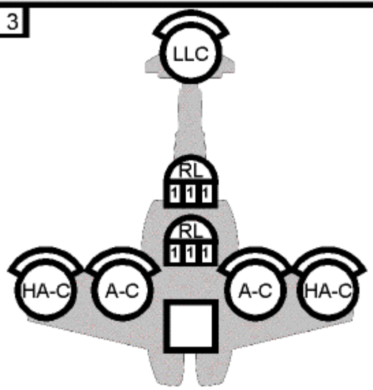
WARSHIP HULL STRUCTURE

				1
				1
				2
▨				2
				E

SHIP SYSTEMS

RADAR RANGE: 25
COMMAND BRIDGE
SPACE DEFENSE SYSTEM
BATTLE BRIDGE
CARGO CAPACITY
NAVIGATION BRIDGE

3



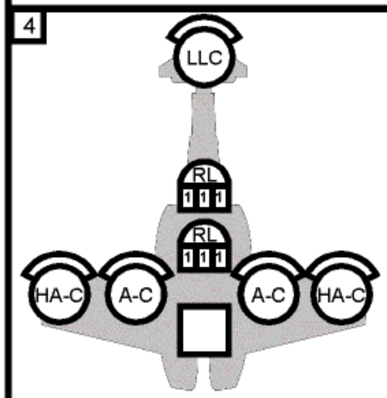
WARSHIP HULL STRUCTURE

				1
				1
				2
▨				2
				E

SHIP SYSTEMS

RADAR RANGE: 25
COMMAND BRIDGE
SPACE DEFENSE SYSTEM
BATTLE BRIDGE
CARGO CAPACITY
NAVIGATION BRIDGE

4



WARSHIP HULL STRUCTURE

				1
				1
				2
▨				2
				E

SHIP SYSTEMS

RADAR RANGE: 25
COMMAND BRIDGE
SPACE DEFENSE SYSTEM
BATTLE BRIDGE
CARGO CAPACITY
NAVIGATION BRIDGE

LIGHT LASER CANNON / **DP MODE**

LLC	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
	0	1-2	3-4	5-6	0	1-2	3-4	5-6
	1D6	1D6	1D4	1D4	1 DIE ROLL PER EVERY 2 BATTERIES			1D4

ROCKET LAUNCHER

RL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DMG GM, INSTAL,SHIP
	0	1-2	3-4	5-6	2	

HEAVY AUTO-CANNON

H:A-C	MAX RANGE	SUCCESS RATE	DAMAGE
	6	50%	1D6

AUTO-CANNON

A-C	MAX RANGE	SUCCESS RATE	DAMAGE
	4	50%	1D4

BG RULES BY RICHARD LECLERQ
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
OUTLINE BY TODD BOYCE
http://www.ravensbranch.allen.com/
battlespoo.html
LINE DRAWING DONE BY:
http:/www.battlestarpegasus.com
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

POWER ACCUMULATION LOG- 1D6 STATIONARY / 1D4 MOVING

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										
3										
4										

MOVEMENT LOG

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										
3										
4										

WARSHIP DATA

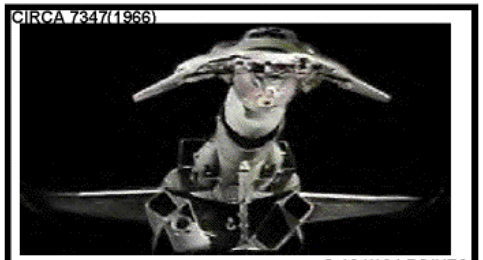
WARSHIP CLASS	2	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITY	2
POWER RATING FACTOR	6		
TACTICAL WARP COST	(15)	STRATEGIC WARP COST	NA

TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST
	1-6	1 HEX	0.5 PRF	1.0 PRF
	7-12	2 HEXES	0.5 PRF	1.0 PRF

EA DESTROYER-PATROL(46.4M)

STAR BLAZERS FLEET BATTLE SYSTEM

CIRCA 7347(1966)



C-HAWK & S-EAGLE CLASS

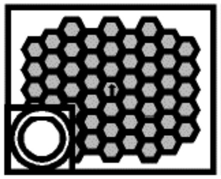
C:124/124 POINTS
S:105/105 POINTS

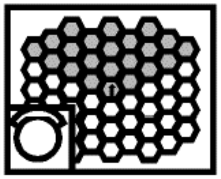
NOTE, THE TACTICAL AND STRATEGIC WARP COST ARE ONLY USED TO DETERMINE IF A SHIP CAN LEAVE THE BATTLEFIELD.

*UNOFFICIAL

UNIT NAME:	UNIT NUMBER:
SUPPORT CRAFT	1
SUPPORT CRAFT	2
SUPPORT CRAFT	3
SUPPORT CRAFT	4

THE EASTERN ALLIANCE





SCOUT CHANNELS CAN PERFORM THE FOLLOWING ABILITIES (PER 1 SCOUT CHANNEL):
#2 (ACTS AS MDS 4 BATTERY)
#4 (PER 10%)
#5 (PER 10%)
#7 (PER TYPE)
#8 (COSTS 2 CHANNELS)
#9 (PER ATTEMPT)

THE SHIP HAS 2 SCOUT CHANNELS WHICH CAN PERFORM A VARIETY OF FUNCTIONS. AND FREQUENCIES IT CAN HANDLE.
THE MAXIMUM RANGE OF SCOUT CHANNELS IS 18 HEXES. ALL SCOUT CHANNELS USED OFFENSIVELY COUNT AS 1 WEAPON SYSTEM. NO MORE THAN 1 SALVO PER BATTERY MAY BE USED PER TURN.
USING A CHANNEL IS CONSIDERED TO BE AN AUTOMATIC SUCCESS. YOU MAY STILL HAVE TO ROLL TO SEE IF THE ABILITY HITS THOUGH. ABILITIES CAN BE DELAYED AFTER ALL ACTIONS DECLARED FOR A CERTAIN STEP.

EW SPECIAL ABILITIES

2) LOCK OFF MISSILES
4) +10% TO HIT (MAX= +30)
5) -10% TO HIT (MAX= -30)
7) TARGET SPECIFIC FIGHTER FLIGHTS OR MISSILE TYPES
8) INCREASE WARSHIP CLASS CAPAC. +1 FACTOR
9) DETECT MINES/STEALTH UNITS

COUNTS AS REACTION FIRE.
YOU ALLOCATE CHANNEL ABILITIES DURING STEP 5 OF A GIVEN TURN. THE STEPS THAT CAN BE AFFECTED ARE 9,10,12,15,16,17,18, AND 19.
ESTABLISH A HYPERSPACE LINK BETWEEN THE 2 TARGETS THAT WILL LAST FOR 1 TURN. THE STRATEGIC RULES WILL BE WRITTEN WHEN THE CAMPAIGN MANUAL COMES OUT.
DUE TO THE SENSITIVE NATURE OF THE CHANNELS, THEY ARE DESTROYED FAIRLY EARLY.

NORMAL WOLF PACK SQUADRONS ARE 1 COMMAND, 4 PATROL, AND 1 SCOUT
HUNTER-KILLER PACKS ARE 1 COMMAND, 4 PATROL, 1 SCOUT, AND 6 RCD CARRIERS.

CARGO MANIFEST-0.1 CARGO FACTORS EACH

1					
2					
3					
4					

POWER ACCUMULATION LOG- 1D6 STATIONARY / 1D4 MOVING

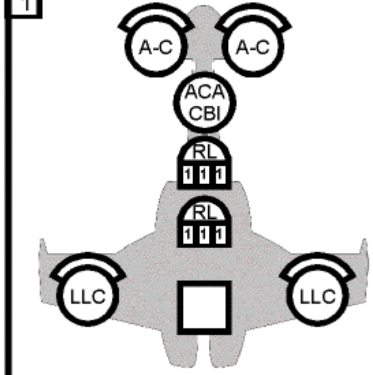
	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										
3										
4										

MOVEMENT LOG

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										
3										
4										

EA DESTROYER-COMMAND & SCOUT(46.4M)

1



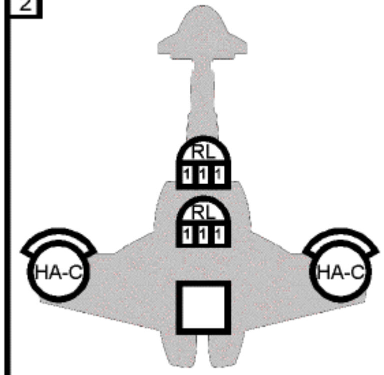
WARSHIP HULL STRUCTURE

				1
				1
				2
▨				2
				E

SHIP SYSTEMS

RADAR RANGE: 25
COMMAND BRIDGE
SPACE DEFENSE SYSTEM
BATTLE BRIDGE
NAVIGATION BRIDGE
CARGO CAPACITY

2



*= SCOUT CHANNEL DESTROYED

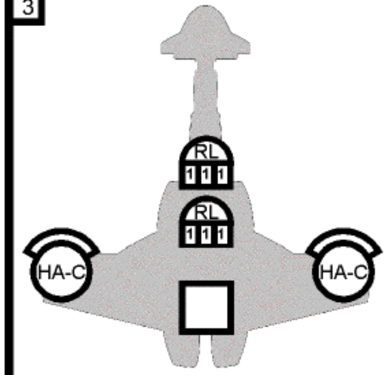
WARSHIP HULL STRUCTURE

				1
		*		1
*				2
▨		*		2
				E

SHIP SYSTEMS

RADAR RANGE: 30
COMMAND BRIDGE
SPACE DEFENSE SYSTEM
BATTLE BRIDGE
NAVIGATION BRIDGE
CARGO CAPACITY

3



*= SCOUT CHANNEL DESTROYED

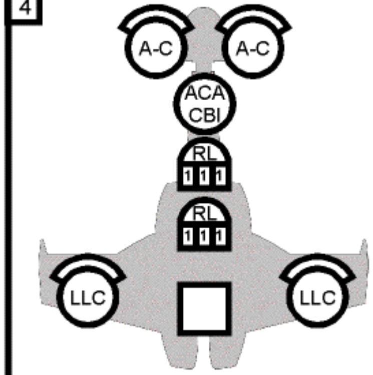
WARSHIP HULL STRUCTURE

				1
		*		1
*				2
▨		*		2
				E

SHIP SYSTEMS

RADAR RANGE: 30
COMMAND BRIDGE
SPACE DEFENSE SYSTEM
BATTLE BRIDGE
NAVIGATION BRIDGE
CARGO CAPACITY

4



WARSHIP HULL STRUCTURE

				1
				1
				2
▨				2
				E

SHIP SYSTEMS

RADAR RANGE: 25
COMMAND BRIDGE
SPACE DEFENSE SYSTEM
BATTLE BRIDGE
NAVIGATION BRIDGE
CARGO CAPACITY

LIGHT LASER CANNON / **DP MODE**

LLC	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
	0	1-2	3-4	5-6	0	1-2	3-4	5-6
	1D6	1D6	1D4	1D4	1 DIE ROLL PER EVERY 2 BATTERIES			1D4

ROCKET LAUNCHER

RL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DMG GM, INSTAL,SHIP
	0	1-2	3-4	5-6	2	

HEAVY AUTO-CANNON

H:A-C	MAX RANGE	SUCCESS RATE	DAMAGE
	6	50%	1D6

AUTO-CANNON

A-C	MAX RANGE	SUCCESS RATE	DAMAGE
	4	50%	1D4

SUPPORT CRAFT
BAY POINTS: 0
BATTLECRAFT
BAY POINTS: 0

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OUTLINE BY TODD BOYCE
http://www.ravensbranch.allen.com/
battlespoo.html
LINE DRAWING DONE BY:
http:/www.battlestarpegasus.com
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

WARSHIP DATA

WARSHIP CLASS	2	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITY	2
POWER RATING FACTOR	6		
TACTICAL WARP COST	(15)	STRATEGIC WARP COST	NA

TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST
	1-6	1 HEX	0.5 PRF	1.0 PRF
	7-12	2 HEXES	0.5 PRF	1.0 PRF

STAR BLAZERS FLEET BATTLE SYSTEM

CIRCA 7357(1975)

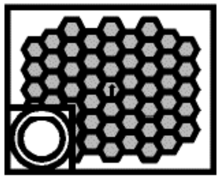
CONDOR CLASS 90/144 POINTS

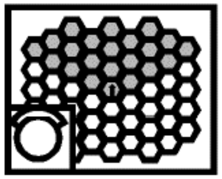
NOTE, THE TACTICAL AND STRATEGIC WARP COST ARE ONLY USED TO DETERMINE IF A SHIP CAN LEAVE THE BATTLEFIELD.

SUPPORT CRAFT
BAY POINTS: 0 EACH
BATTLECRAFT
BAY POINTS: 60 EACH
NORMALLY DEPLOYS
6 TWs

UNIT NAME:	UNIT NUMBER:
SUPPORT CRAFT	1 2
SUPPORT CRAFT	3 4
SUPPORT CRAFT	5 6

THE EASTERN ALLIANCE





WARSHIP DATA

WARSHIP CLASS	2	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITY	2
POWER RATING FACTOR	6		
TACTICAL WARP COST	(15)	STRATEGIC WARP COST	NA

TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST
	1-6	1 HEX	0.5 PRF	1.0 PRF
	7-12	2 HEXES	0.5 PRF	1.0 PRF

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http://staff.bus.bton.ac.uk/fesg/bsg/
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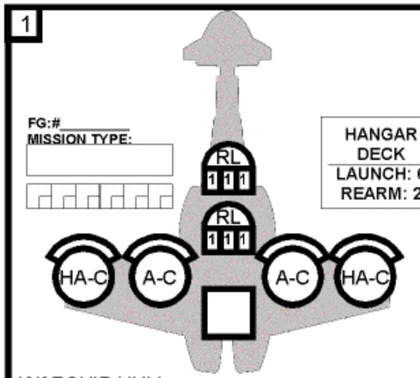
LINE DRAWING DONE BY:
http:/www.battlestarpegasus.com
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)
SPECIAL THANKS TO ROBERT JONES & WADE VINCENT

*UNOFFICIAL

1

FG:#________
MISSION TYPE:



HANGAR DECK
LAUNCH: 6
REARM: 2

WARSHIP HULL STRUCTURE

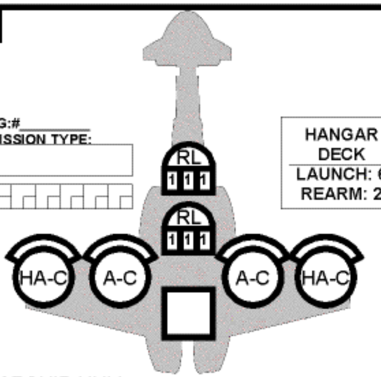
				1
				1
				2
▨				2
				E

SHIP SYSTEMS

RADAR RANGE: 25
COMMAND BRIDGE
SPACE DEFENSE SYSTEM
BATTLE BRIDGE
CARGO CAPACITY
NAVIGATION BRIDGE

2

FG:#________
MISSION TYPE:



HANGAR DECK
LAUNCH: 6
REARM: 2

WARSHIP HULL STRUCTURE

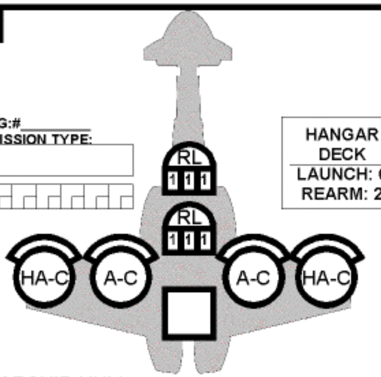
				1
				1
				2
▨				2
				E

SHIP SYSTEMS

RADAR RANGE: 25
COMMAND BRIDGE
SPACE DEFENSE SYSTEM
BATTLE BRIDGE
CARGO CAPACITY
NAVIGATION BRIDGE

3

FG:#________
MISSION TYPE:



HANGAR DECK
LAUNCH: 6
REARM: 2

WARSHIP HULL STRUCTURE

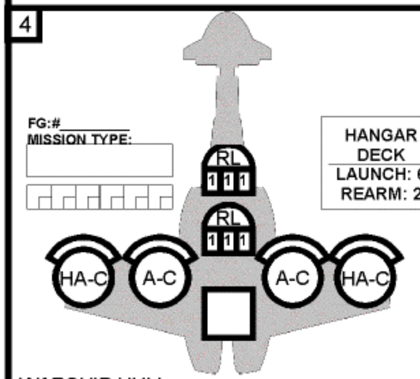
				1
				1
				2
▨				2
				E

SHIP SYSTEMS

RADAR RANGE: 25
COMMAND BRIDGE
SPACE DEFENSE SYSTEM
BATTLE BRIDGE
CARGO CAPACITY
NAVIGATION BRIDGE

4

FG:#________
MISSION TYPE:



HANGAR DECK
LAUNCH: 6
REARM: 2

WARSHIP HULL STRUCTURE

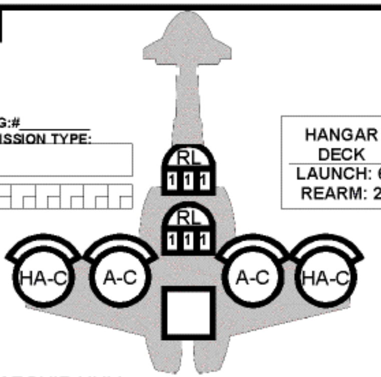
				1
				1
				2
▨				2
				E

SHIP SYSTEMS

RADAR RANGE: 25
COMMAND BRIDGE
SPACE DEFENSE SYSTEM
BATTLE BRIDGE
CARGO CAPACITY
NAVIGATION BRIDGE

5

FG:#________
MISSION TYPE:



HANGAR DECK
LAUNCH: 6
REARM: 2

WARSHIP HULL STRUCTURE

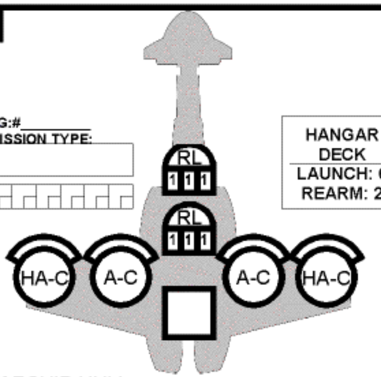
				1
				1
				2
▨				2
				E

SHIP SYSTEMS

RADAR RANGE: 25
COMMAND BRIDGE
SPACE DEFENSE SYSTEM
BATTLE BRIDGE
CARGO CAPACITY
NAVIGATION BRIDGE

6

FG:#________
MISSION TYPE:



HANGAR DECK
LAUNCH: 6
REARM: 2

WARSHIP HULL STRUCTURE

				1
				1
				2
▨				2
				E

SHIP SYSTEMS

RADAR RANGE: 25
COMMAND BRIDGE
SPACE DEFENSE SYSTEM
BATTLE BRIDGE
CARGO CAPACITY
NAVIGATION BRIDGE

POWER ACCUMULATION LOG- 1D6 STATIONARY / 1D4 MOVING

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										
3										
4										

MOVEMENT LOG

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										
3										
4										

HEAVY AUTO-CANNON

H:A-C	MAX RANGE	SUCCESS RATE	DAMAGE
	6	50%	1D6

AUTO-CANNON

A-C	MAX RANGE	SUCCESS RATE	DAMAGE
	4	50%	1D4

ROCKET LAUNCHER

RL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DMG GM, INSTAL,SHIP
	0	1-2	3-4	5-6	2	

CARGO MANIFEST-0.1 CARGO FACTORS EACH

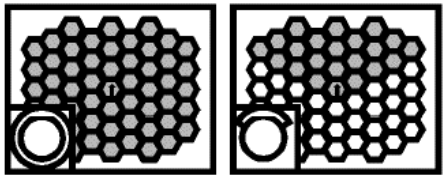
1					
2					
3					
4					

EA DESTROYER-REMOTE CONTROLLED DRONE(RCD) CARRIER(46.4M)

STAR BLAZERS FLEET BATTLE SYSTEM

CIRCA 7346(1965)

ALLIANCE CLASS 192/301 POINTS



REPAIR MODULE

EVERY TURN THAT A SHIP IS DOCKED TO THE MODULE, 1 POINT OF DAMAGE MAY BE REPAIRED. (UP TO 10 PTS TOTAL) DAMAGED CRITS CAN BE FIXED IN 10 TURNS.

BG RULES BY RICHARD LECLERQ
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
CONCEPT BY TODD BOYCE
http://www.ravensbranch.allen.com/battlespoo.html
OUTLINE BY KEITH HOLMES
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

*UNOFFICIAL

NOTE, THE TACTICAL AND STRATEGIC WARP COST ARE ONLY USED TO DETERMINE IF A SHIP CAN LEAVE THE BATTLEFIELD.

THIS SHIPS ACTS AS A TRANSPORT AND CARRIER FOR 12 THUNDERWOLFS AND 6 DESTROYERS. THE DESTROYERS ARE CARRIED AS FOLLOWS: 1 ON EACH WING ABOVE AND BELOW AND 2 CENTERLINED BELOW.

LIGHT LASER CANNON / DP MODE

LLC	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
	0	1-2	3-4	5-6	0	1-2	3-4	5-6
	1D6	1D6	1D4	1D4	1 DIE ROLL PER EVERY 2 BATTERIES			1D4

CARGO MANIFEST-0.5 CARGO FACTORS EACH

1					
2					

POWER ACCUMULATION LOG- 1D6 STATIONARY / 1D4 MOVING

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										

MOVEMENT LOG

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										

EA DESTROYER-CARRIER(250M)

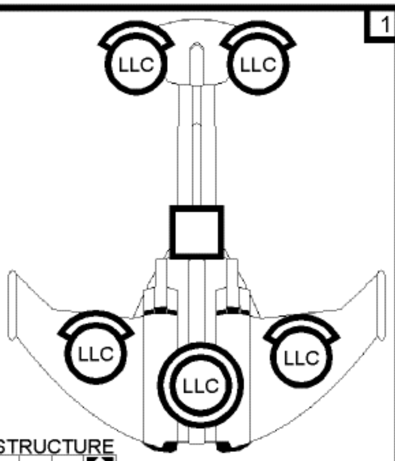
SUPPORT CRAFT
BAY POINTS: 0 EACH
BATTLECRAFT
BAY POINTS: 120 EACH
NORMALLY DEPLOYS
12 TWs EACH

UNIT NAME:	UNIT NUMBER:
SUPPORT CRAFT	1
SUPPORT CRAFT	2

THE EASTERN ALLIANCE

1

BATTLECRAFT TYPE:
SPEED:
FG:#
MISSION TYPE:
☐☐☐☐☐☐
FG:#
MISSION TYPE:
☐☐☐☐☐☐



WARSHIP HULL STRUCTURE

							1
							1
							1
							1
							1
							2
▨							2
							2
							2
							E

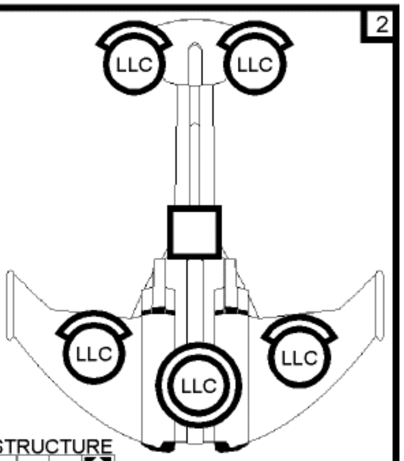
HANGAR DECK
LAUNCH: 6
REARM: 2

SHIP SYSTEMS

RADAR RANGE: 35	COMMAND BRIDGE
SPACE DEFENSE SYSTEM	BATTLE BRIDGE
CARGO CAPACITY	NAVIGATION BRIDGE

2

BATTLECRAFT TYPE:
SPEED:
FG:#
MISSION TYPE:
☐☐☐☐☐☐
FG:#
MISSION TYPE:
☐☐☐☐☐☐



WARSHIP HULL STRUCTURE

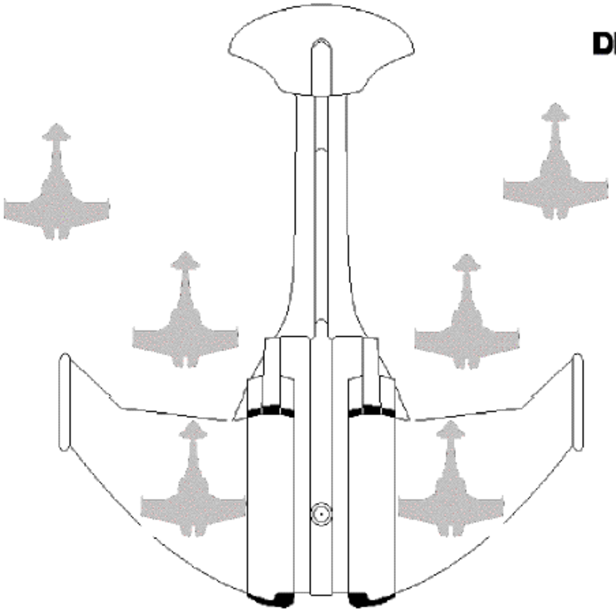
							1
							1
							1
							1
							1
							2
▨							2
							2
							2
							E

HANGAR DECK
LAUNCH: 6
REARM: 2

SHIP SYSTEMS

RADAR RANGE: 35	COMMAND BRIDGE
SPACE DEFENSE SYSTEM	BATTLE BRIDGE
CARGO CAPACITY	NAVIGATION BRIDGE

SIZE COMPALSON CHART
DESTROYER CARREIR=250 METERS
DESTROYER=46.4 METERS



WARSHIP DATA

WARSHIP CLASS	4	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITY	2
POWER RATING FACTOR	6		
TACTICAL WARP COST	(25)	STRATEGIC WARP COST	(50)

TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST
	1-6	1 HEX	0.5 PRF	1.0 PRF
	7-12	2 HEXES	0.5 PRF	1.0 PRF

STAR BLAZERS FLEET BATTLE SYSTEM

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	☐☐☐☐☐☐	☐☐☐☐☐☐	☐☐☐☐☐☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	☐☐☐☐☐☐	☐☐☐☐☐☐	☐☐☐☐☐☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	☐☐☐☐☐☐	☐☐☐☐☐☐	☐☐☐☐☐☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	☐☐☐☐☐☐	☐☐☐☐☐☐	☐☐☐☐☐☐

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	☐☐☐☐☐☐	☐☐☐☐☐☐	☐☐☐☐☐☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	☐☐☐☐☐☐	☐☐☐☐☐☐	☐☐☐☐☐☐

LENGTH: 8.0M
WIDTH: 8.0M
HEIGHT: 3.1M
CREW: 0
MASS: 6.0 TONS
INTRODUCED: 1965

*UNOFFICIAL

THE MAXIMUM RANGE OF CONTROL FOR THE RCD IS 20 HEXES. THEY ARE CARRIED AS FOLLOWS ON THE DESTROYER:
4 ON THE WINGS; 2 ABOVE AND 2 BELOW. THE LAST 2 ARE CARRIED ABOVE THE REAR HULL IN A LINE. AFTER ALL WEAPONS HAVE BEEN USED AND THERE IS NO MORE NEED FOR THE RCD, IT MAY RAM ANOTHER VESSEL WITH A 50% SUCCESS RATE. THE DEFENDER WILL ALWAYS GET A CHANCE TO CONDUCT DEFENSIVE FIRE. IF IT MISSES, IT MAY NOT TRY AGAIN.

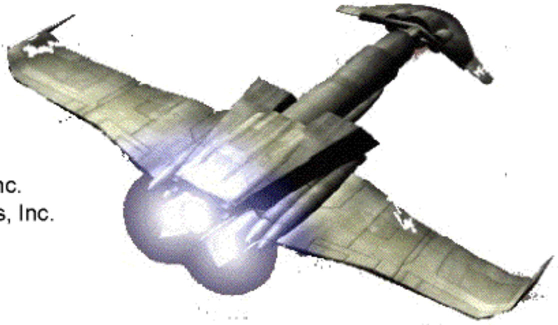
FIGHTER CANNON

SAME HEX 30% VS SC1 40%VS SC2 RANGE 0	DMG AS	DMG=ANY TARGET
	1	

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	☐☐☐☐☐☐	☐☐☐☐☐☐	☐☐☐☐☐☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	☐☐☐☐☐☐	☐☐☐☐☐☐	☐☐☐☐☐☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	☐☐☐☐☐☐	☐☐☐☐☐☐	☐☐☐☐☐☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	☐☐☐☐☐☐	☐☐☐☐☐☐	☐☐☐☐☐☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	☐☐☐☐☐☐	☐☐☐☐☐☐	☐☐☐☐☐☐

MINI-MISSILE

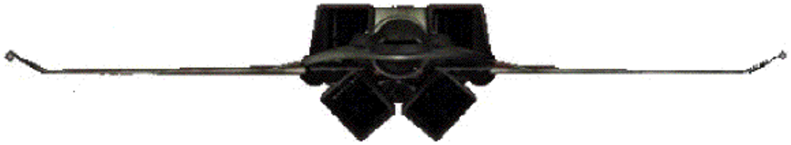
SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	DMG AS	DMG AM/AT BC
0	1	2	3	1	
SAME HEX 60%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DMG GM,MINE INSTAL,SAT
0	1-2	3-4	5-6	1	



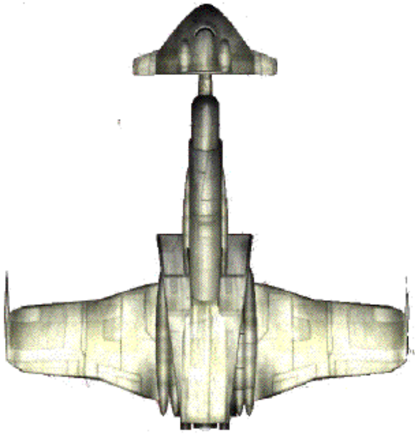
PRD: F1
ABB: TW
RADAR RANGE: 8
SPEED: 0-10
ENDURANCE: 8 TURNS
POINT VALUE: 26
6 TO A FLIGHT, 18 TO A SQUADRON.
BAY POINT TOTAL: 18(180)
WEAPONS:
PRIMARY (BAY): NONE
PRIMARY (WINGS): 2xMINI-MISSILES
SPECIAL: RAMMING CHARGE(12 DMG)
MINELAYING?: NO
SECONDARY(ATT): 1@30%
SECONDARY(DEF): 0

THE EASTERN ALLIANCE

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	☐☐☐☐☐☐	☐☐☐☐☐☐	☐☐☐☐☐☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	☐☐☐☐☐☐	☐☐☐☐☐☐	☐☐☐☐☐☐

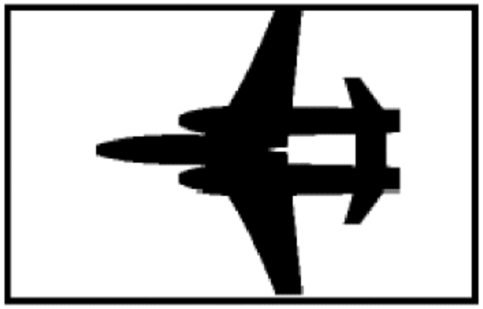


BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	☐☐☐☐☐☐	☐☐☐☐☐☐	☐☐☐☐☐☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	☐☐☐☐☐☐	☐☐☐☐☐☐	☐☐☐☐☐☐



EA THUNDERWOLF CLASS REMOTE CONTROLLED DRONE FIGHTER

STAR BLAZERS FLEET BATTLE SYSTEM



BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:			

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:			

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:			

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:			

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:			

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:			

LENGTH: 9.0M
WIDTH: 8.2M
HEIGHT: 3.1M
CREW: 0
MASS: 7.0 TONS
INTRODUCED: 1960

WN WOLVERINE CLASS REMOTE CONTROLLED DRONE FIGHTER

THE MAXIMUM RANGE OF CONTROL FOR THE RCD IS 20 HEXES. AFTER ALL WEAPONS HAVE BEEN USED AND THERE IS NO MORE NEED FOR THE RCD, IT MAY RAM ANOTHER VESSEL WITH A 50% SUCCESS RATE. THE DEFENDER WILL ALWAYS GET A CHANCE TO CONDUCT DEFENSIVE FIRE. IF IT MISSES, IT MAY NOT TRY AGAIN. EACH TORPEDO BOAT CAN CONTROL 3 RCDs.

FIGHTER CANNON

SAME HEX 30% VS SC1 40%VS SC2 RANGE 0	DMG AS	DMG=ANY TARGET
	1	

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:			

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:			

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:			

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:			

MINI-MISSILE

SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	DMG AS	DMG AM/AT BC
0	1	2	3	1	
SAME HEX 60%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DMG GM,MINE INSTAL,SAT
0	1-2	3-4	5-6	1	

*UNOFFICIAL

PRD: F1
ABB: Wo
RADAR RANGE: 8
SPEED: 0-9
ENDURANCE: 15 TURNS
POINT VALUE: 3
6 TO A FLIGHT, 18 TO A SQUADRON.
BAY POINT TOTAL: 18(180)
WEAPONS:
PRIMARY (BAY): NONE
PRIMARY (WINGS): 2xMINI-MISSILES
SPECIAL: RAMMING CHARGE(12 DMG)
MINELAYING?: NO
SECONDARY(ATT): 2@30%
SECONDARY(DEF): 0

THE WESTERN NATIONS

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:			

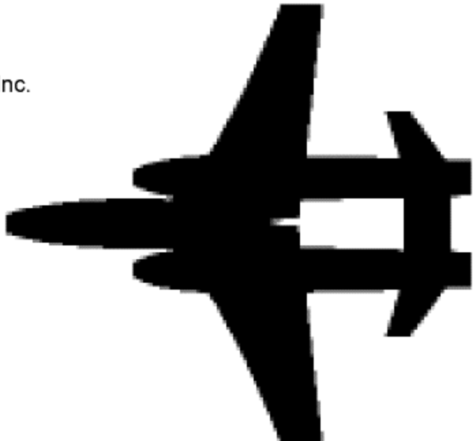
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:			

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:			

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:			

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:			

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:			



STAR BLAZERS FLEET BATTLE SYSTEM

*UNOFFICIAL

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WARSHIP HULL STRUCTURE 2 E

WEAPON DISPLAY
SB 1 2 1 FC *2 MM 1 2 1

WN BADGER CLASS TORPEDO BOAT

THE WESTERN NATIONS

BADGER TORPEDO BOAT

PRD: F4
ABB: BTB
RADAR RANGE: 20 HEXES
ENDURANCE: 25 TURNS
SPD: 0-9
POINT VALUE: 18
WEAPONS: BTB
PRIMARY: 2xFC
SPECIAL: 4xMM, 4xSB
MINES:NO
SEC(OFF)=0
SEC(DEF)=2@50%
BAY POINTS: 1(20)

MASS=150T
LENGTH=25M

ORIGINAL RULES BY RICHARD LECLERQ
PICTURES FOUND AT
http://www.shipschematics.net/
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
OUTLINE BY TODD BOYCE
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

SMART BOMB

SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DAMAGE POINTS
0	1-3	4-6	7-10	6	2

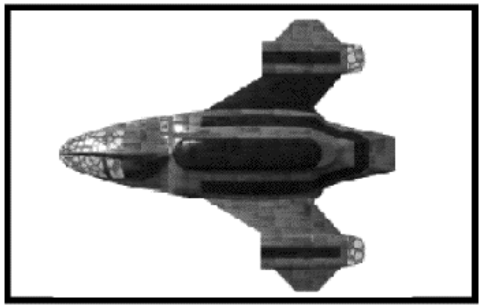
FIGHTER CANNON

SAME HEX 30% VS SC1 40%VS SC2 RANGE 0	DMG AS	DMG=ANY TARGET
	1	

MINI-MISSILE

SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	DMG AS	DMG AM/AT BC
0	1	2	3	1	
SAME HEX 60%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DMG GM,MINE INSTAL,SAT
0	1-2	3-4	5-6	1	

STAR BLAZERS FLEET BATTLE SYSTEM * UNOFFICIAL



SKY UNION

PRD: A-3
ABB: RTR
RADAR RANGE: 35
SPEED: 0-18
ENDURANCE: 50 TURNS
POINT VALUE: 19
6 TO A FLIGHT, 12 TO A SQUADRON
BAY POINT TOTAL: 12(360)
WEAPONS:
PRIMARY (BAY): NONE
PRIMARY (WINGS): 2xPSC-FA
SPECIAL: NONE
MINELAYING?: NO
SECONDARY(ATT): 0
SECONDARY(DEF): 0
NOTES:
TAKES 3 POINTS TO DESTROY,
MAY ENTER ATMOSPHERE.

BATTLECRAFT TYPE: ☐
FG:#________ MISSION TYPE: ☐
FG:#________ MISSION TYPE: ☐
SPEED: ☐
○○○○○○○○○ ○○○○○○○○○
○○○○○○○○○ ○○○○○○○○○
FTL WARP ○○○○○○○○ FTL WARP ○○○○○○○○

BATTLECRAFT TYPE: ☐
FG:#________ MISSION TYPE: ☐
FG:#________ MISSION TYPE: ☐
SPEED: ☐
○○○○○○○○○ ○○○○○○○○○
○○○○○○○○○ ○○○○○○○○○
FTL WARP ○○○○○○○○ FTL WARP ○○○○○○○○

BATTLECRAFT TYPE: ☐
FG:#________ MISSION TYPE: ☐
FG:#________ MISSION TYPE: ☐
SPEED: ☐
○○○○○○○○○ ○○○○○○○○○
○○○○○○○○○ ○○○○○○○○○
FTL WARP ○○○○○○○○ FTL WARP ○○○○○○○○

BATTLECRAFT TYPE: ☐
FG:#________ MISSION TYPE: ☐
FG:#________ MISSION TYPE: ☐
SPEED: ☐
○○○○○○○○○ ○○○○○○○○○
○○○○○○○○○ ○○○○○○○○○
FTL WARP ○○○○○○○○ FTL WARP ○○○○○○○○

BATTLECRAFT TYPE: ☐
FG:#________ MISSION TYPE: ☐
FG:#________ MISSION TYPE: ☐
SPEED: ☐
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BATTLECRAFT TYPE: ☐
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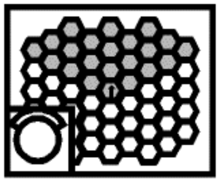
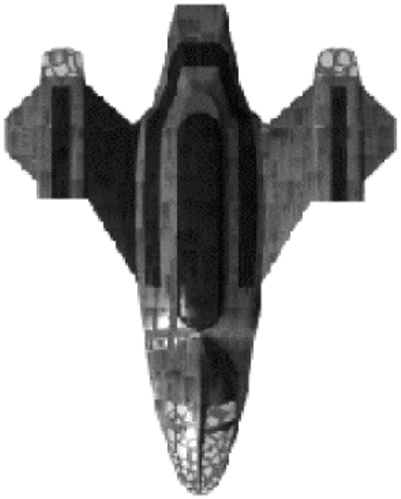


ORIGINAL RULES BY HARDLEC
ADDITIONAL MATERIAL FOUND A
http://staff.bus.bton.ac.uk/fesg/
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

*UNOFFICIAL

PLASMA STINGER CANNON

PSC	SAME HEX 30%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DMG=ANY TARGET
	0	1-2	3-4	5-6	3+1 CRIT	



LENGTH: 30M
WIDTH: 24M
HEIGHT: 3M
CREW: 1
MASS: 100 TONS
INTRODUCED:
7000(1619)

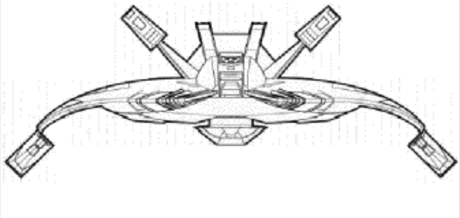
SKY STARFIRE CLASS ATTACK FIGHTER

STAR BLAZERS FLEET BATTLE SYSTEM

UNIT NAME:	UNIT NUMBER:
SUPPORT CRAFT	

CHITAIN EMPIRE

CIRCA 7000(1619)



SUBJIGATION CLASS 2871/16971 POINTS

HEAVY PLASMA CANNON

HPL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG
STD MODE	0	1-10	11-20	21-30	20
HVY MODE	0	1-5	6-10	11-15	30
LR MODE	0	1-15	16-30	31-45	10

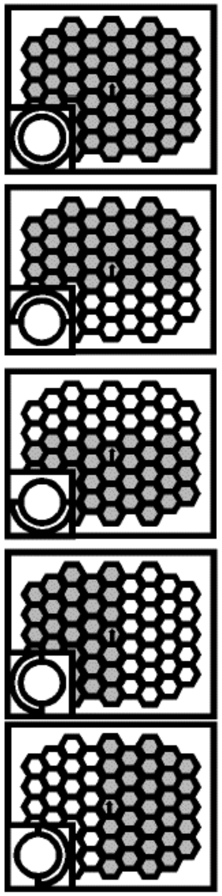
PLASMA DEFENSE ARRAY

PDA	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0	1-3	4-6	7-9
	1D8+1	1D8	1D6	1D6

DMG AM/AT/ABC=AT RANGE

SUPPORT CRAFT
BAY POINTS: 1200
BATTLECRAFT
BAY POINTS: 14400
NORMALLY DEPLOYS
360 FIGHTERS AND 30
SHUTTLES

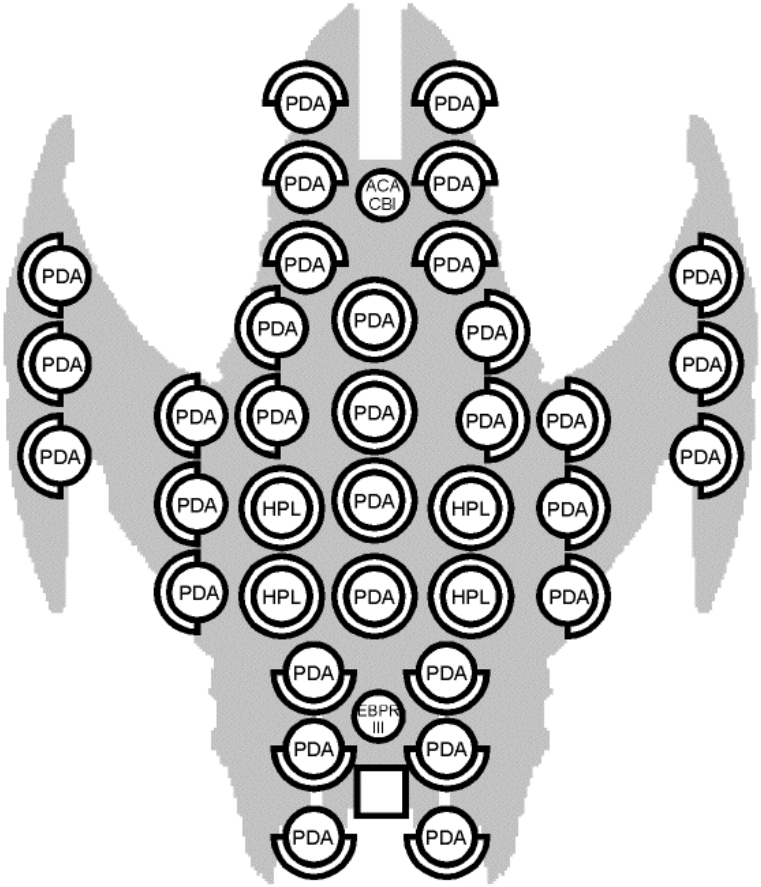
WARSHIP HULL STRUCTURE



NOTE, THE TACTICAL AND STRATEGIC WARP COST ARE ONLY USED TO DETERMINE IF A SHIP CAN LEAVE THE BATTLEFIELD.

BG RULES BY RICHARD LECLERQ
OUTLINE BY MATT BROCK
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

*UNOFFICIAL



SHIP SYSTEMS

COMMAND BRIDGE
SPECIAL WEAPON SYSTEM
BATTLE BRIDGE
SPACE DEFENSE SYSTEM
NAVIGATION BRIDGE
RADAR RANGE: 75
CARGO CAPACITY
HANGAR DECK LAUNCH: 120 REARM: 120
HANGAR DECK LAUNCH: 60 REARM: 60
HANGAR DECK LAUNCH: 90 REARM: 90
HANGAR DECK LAUNCH: 30 REARM: 30

CARGO MANIFEST-8 CARGO FACTORS

1					

MOVEMENT LOG

TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10

POWER ACCUMULATION LOG- 1D10 STATIONARY / 1D10 MOVING

TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10

WARSHIP DATA

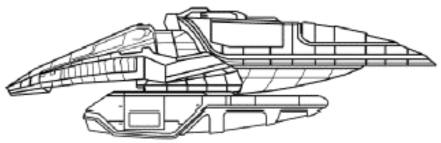
WARSHIP CLASS	16	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITY	3
POWER RATING FACTOR	3		
TACTICAL WARP COST	(35)	STRATEGIC WARP COST	(70)

TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST
	1-4	1 HEX	1.0 PRF	1.0 PRF
	5-8	2 HEXES	1.5 PRF	2.0 PRF
	9-12	2 HEXES	2.0 PRF	3.0 PRF

CHITAIN BROODSHIP(800M)

STAR BLAZERS FLEET BATTLE SYSTEM

* UNOFFICIAL



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[illegible]

ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

CHITAIN RETALIATOR CLASS HEAVY FIGHTER

BATTLECRAFT TYPE: FG:#________ MISSION TYPE: FG:#________ MISSION TYPE:
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SPEED: ○○○○○○○○○○○○ ○○○○○○○○○○○○
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PRD: A-3
ABB: RTR
RADAR RANGE: 25
SPEED: 0-24
ENDURANCE: 30 TURNS
POINT VALUE: 10
6 TO A FLIGHT, 12 TO A SQUADRON
BAY POINT TOTAL: 12(480)
WEAPONS:
PRIMARY (BAY): NONE
PRIMARY (WINGS): 1xPSC(360)
SPECIAL: NONE
MINELAYING?: NO
SECONDARY(ATT): 0
SECONDARY(DEF): 0
NOTES:
TAKES 4 POINTS TO DESTROY,
MAY ENTER ATMOSPHERE.

CHITAIN EMPIRE

BA TYPE: MISSION TYPE: MISSION TYPE:
SPEED: ○○○○○○○○○○○○ ○○○○○○○○○○○○
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BATTLECRAFT TYPE: FG:#________ MISSION TYPE: FG:#________ MISSION TYPE:
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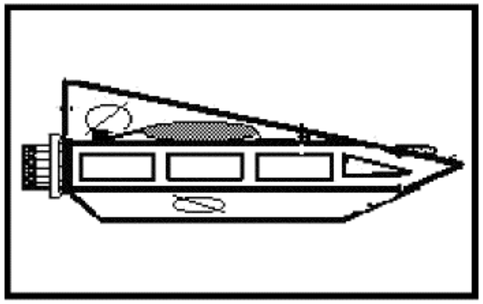
LENGTH: 34M
WIDTH: 35M
HEIGHT: 9M
CREW: 3
MASS: 175 TONS
INTRODUCED:
7000(1619)

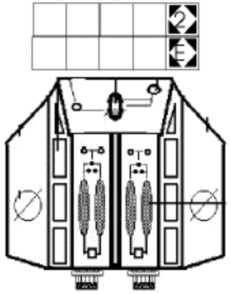
PLASMA STINGER CANNON

PSC	SAME HEX 30%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DMG=ANY TARGET
	0	1-2	3-4	5-6	3+1 CRIT	

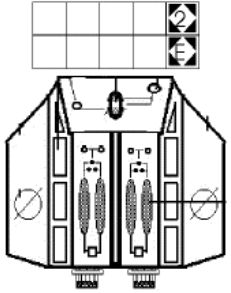
STAR BLAZERS FLEET BATTLE SYSTEM



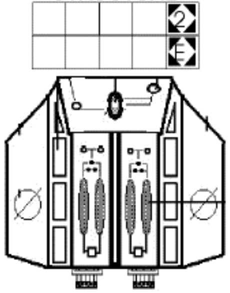
WARSHIP HULL STRUCTURE



WARSHIP HULL STRUCTURE



WARSHIP HULL STRUCTURE



ARTALIAN LEAGUE

SCOUT CHANNELS CAN PERFORM THE FOLLOWING ABILITIES (PER 1 SCOUT CHANNEL):
#2 (ACTS AS MDS 4 BATTERY)
#4 (PER 10%)
#5 (PER 10%)
#7 (PER TYPE)
#8 (COSTS 2 CHANNELS)
#9 (PER ATTEMPT)

THE SHIP HAS 3 SCOUT CHANNELS WHICH CAN PERFORM A VARIETY OF FUNCTIONS. AND FREQUENCIES IT CAN HANDLE. THE MAXIMUM RANGE OF SCOUT CHANNELS IS 18 HEXES. ALL SCOUT CHANNELS USED OFFENSIVELY COUNT AS 1 WEAPON SYSTEM. NO MORE THAN 1 SALVO PER BATTERY MAY BE USED PER TURN.
USING A CHANNEL IS CONSIDERED TO BE AN AUTOMATIC SUCCESS. YOU MAY STILL HAVE TO ROLL TO SEE IF THE ABILITY HITS THOUGH. ABILITIES CAN BE DELAYED AFTER ALL ACTIONS DECLARED FOR A CERTAIN STEP.

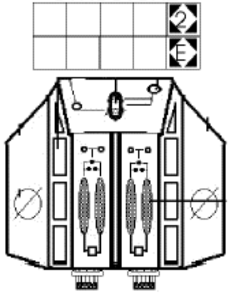
EW SPECIAL ABILITIES
2) LOCK OFF MISSILES
4) +10% TO HIT (MAX= +30)
5) -10% TO HIT (MAX= -30)
7) TARGET SPECIFIC FIGHTER FLIGHTS OR MISSILE TYPES
8) INCREASE WARSHIP CLASS CAPAC. +1 FACTOR
9) DETECT MINES/STEALTH UNITS COUNTS AS REACTION FIRE.

YOU ALLOCATE CHANNEL ABILITIES DURING STEP 5 OF A GIVEN TURN. THE STEPS THAT CAN BE AFFECTED ARE 9,10,12,15,16,17,18, AND 19.
ESTABLISH A HYPERSPACE LINK BETWEEN THE 2 TARGETS THAT WILL LAST FOR 1 TURN. THE STRATEGIC RULES WILL BE WRITTEN WHEN THE CAMPAIGN MANUAL COMES OUT. DUE TO THE SENSITIVE NATURE OF THE CHANNELS, THEY ARE DESTROYED FAIRLY EARLY.

PRD: B2
ABB: CSC
RADAR RANGE: 30
SPEED: 0-12
ENDURANCE: 30 TURNS
POINT VALUE: 40
4 TO A FLIGHT, 12 TO A SQUADRON
BAY POINT TOTAL: 1(120)
WEAPONS:
PRIMARY (BAY): NONE
PRIMARY (WINGS): NONE
SPECIAL: 3xSCOUT CHANNELS
MINELAYING?: NO
SECONDARY(ATT): 0
SECONDARY(DEF): 0
NOTES:
MAY ENTER ATMOSPHERE.

LENGTH: 40M
WIDTH: 40.5M
HEIGHT: 13.1M
CREW: 6
MASS: 150 TONS
INTRODUCED: 7100(1719)

WARSHIP HULL STRUCTURE



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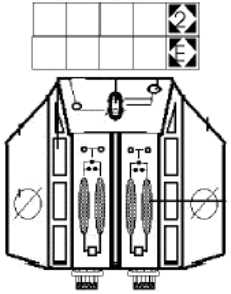

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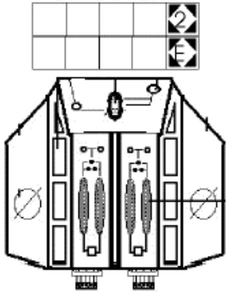

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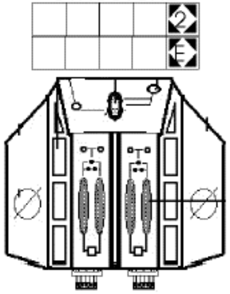
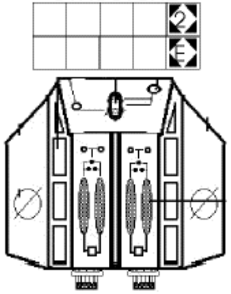
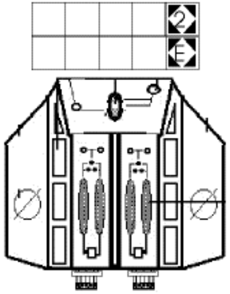


WARSHIP HULL STRUCTURE



WARSHIP HULL STRUCTURE



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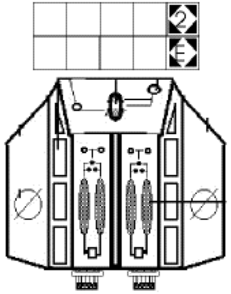

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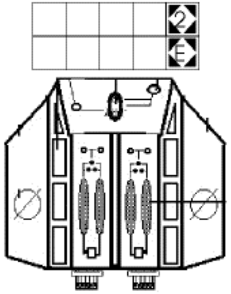
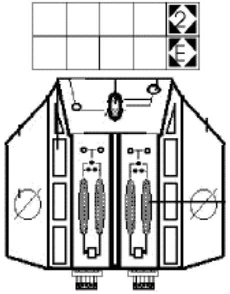


WARSHIP HULL STRUCTURE



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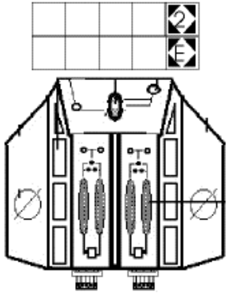

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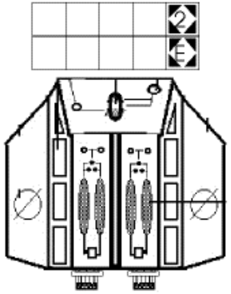

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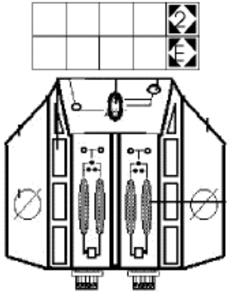

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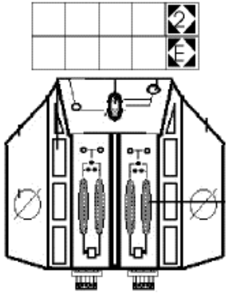

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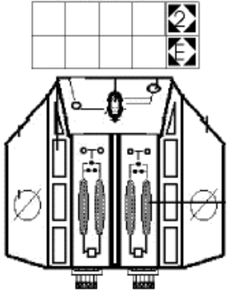

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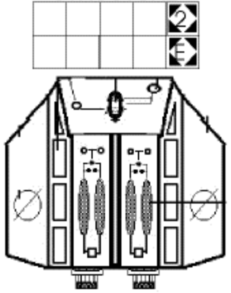

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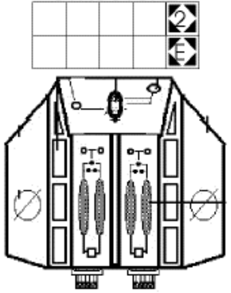

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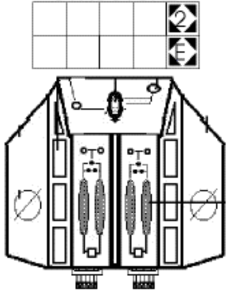

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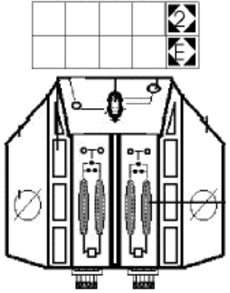

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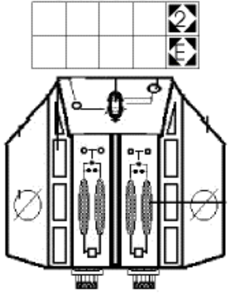

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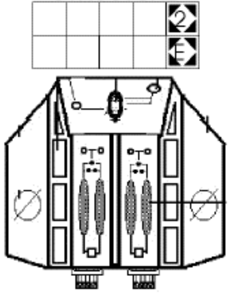

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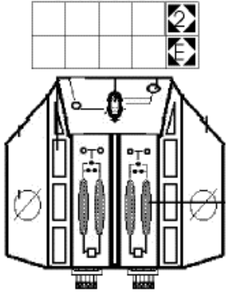
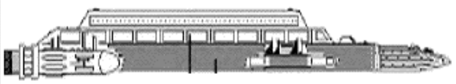


ARTALIAN COMMUNE CLASS YACHT SCOUT

STAR BLAZERS FLEET BATTLE SYSTEM

CIRCA 6900(1519)



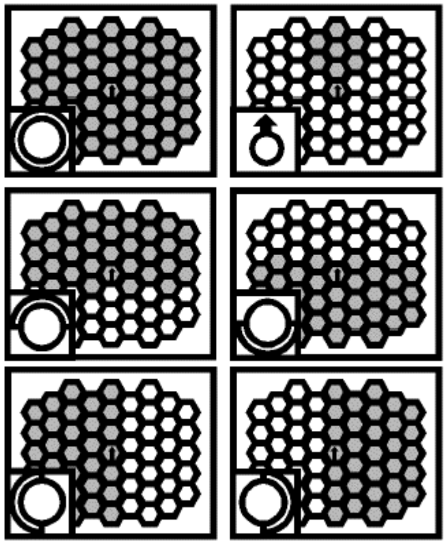
STEADFAST CLASS 1894/4314 POINTS

MAGNETRONIC TORPEDO LAUNCHER

MT	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DAMAGE POINTS
	0	1-3	4-6	7-9	12	**5**

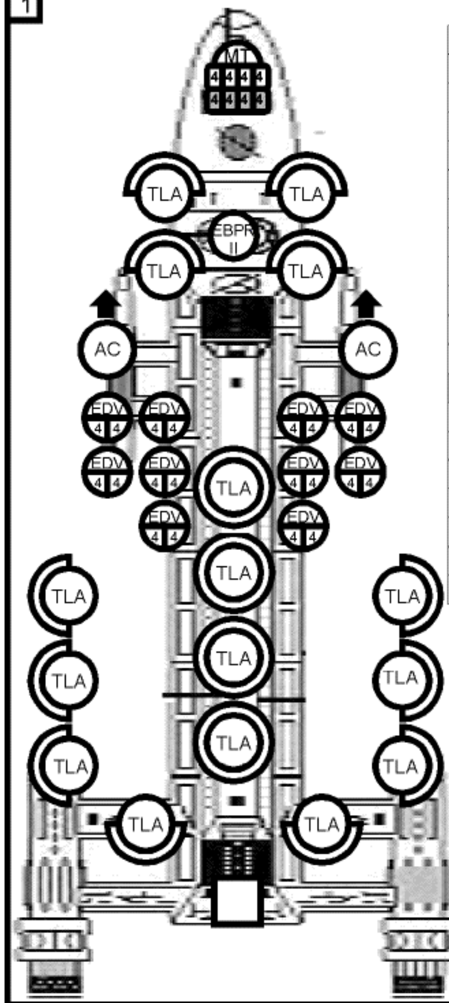
UNIT NAME:	UNIT NUMBER:
SUPPORT CRAFT ☐☐☐☐☐☐	1
SUPPORT CRAFT ☐☐☐☐☐☐	2

ARTALIAN LEAGUE

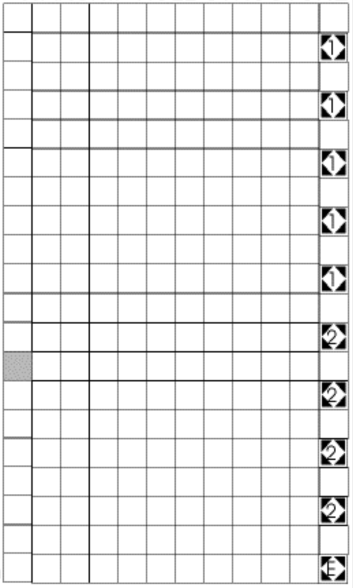


BG RULES BY RICHARD LECLERQ
PICTURES FOUND AT
http://www.shipschematics.net/
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
SHIP DESIGNED BY MARK VANSEVENANDT
http://www.tic.ab.ca/~markv/welcome.shtml
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

1



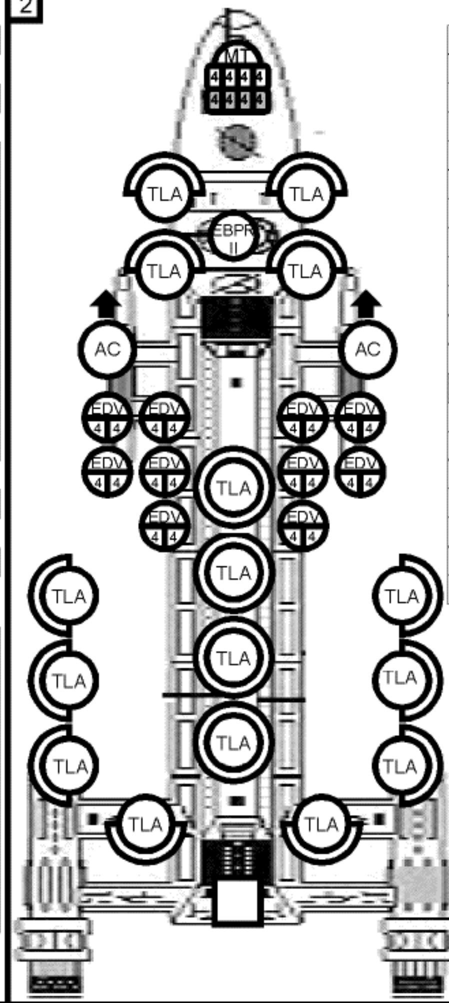
WARSHIP HULL STRUCTURE



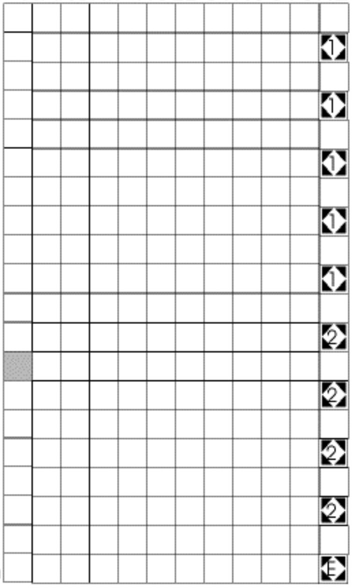
SHIP SYSTEMS

COMMAND BRIDGE	SPECIAL WEAPON SYSTEM
BATTLE BRIDGE	SPACE DEFENSE SYSTEM
NAVIGATION BRIDGE	
RADAR RANGE: 70	CARGO CAPACITY
HANGAR DECK LAUNCH: 16 REARM: 16	HANGAR DECK LAUNCH: 8 REARM: 8

2



WARSHIP HULL STRUCTURE



SHIP SYSTEMS

COMMAND BRIDGE	SPECIAL WEAPON SYSTEM
BATTLE BRIDGE	SPACE DEFENSE SYSTEM
NAVIGATION BRIDGE	
RADAR RANGE: 70	CARGO CAPACITY
HANGAR DECK LAUNCH: 16 REARM: 16	HANGAR DECK LAUNCH: 8 REARM: 8

THE MISSILE BAYS COME WITH 1 FULL SET OF RELOADS. IT TAKES 4 TURNS FOR THE SECOND SET TO COME ONLINE AFTER THE FIRST SET IS USED.

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										

MOVEMENT LOG

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										

ASSAULT CANNON / **DP MODE**

AC	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%		SAME HEX 20%	SHORT 10%	MEDIUM --%	LONG --%
	0		1-7		8-14		15-21		0	1-7	8-14	15-21
	2D10	20	3D6	18	2D8	16	2D8	14	1 DIE ROLL PER BATTERY			1D4

ASSAULT TURBO LASER / **DP MODE**

TLA	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%		SAME HEX 60%	SHORT 50%	MEDIUM 40%	LONG 30%
	0		1-2		3-4		5-6		0	1-2	3-4	5-6
	1D6	6	1D6	5	1D4	4	1D4	3	1 DIE ROLL PER BATTERY			1D6

CARGO MANIFEST-3 CARGO FACTORS EACH

1					
2					

*UNOFFICIAL

SUPPORT CRAFT
BAY POINTS: 240+960 EACH
BATTLECRAFT
BAY POINTS: 1600 EACH
NORMALLY DEPLOYS 96 FIGHTERS, 6 SHUTTLES, AND 8 SCOUTS EACH

NOTE, THE TACTICAL AND STRATEGIC WARP COST ARE ONLY USED TO DETERMINE IF A SHIP CAN LEAVE THE BATTLEFIELD.

WARSHIP DATA

WARSHIP CLASS	8	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITY	3
POWER RATING FACTOR	4		
TACTICAL WARP COST	(25)	STRATEGIC WARP COST	(50)

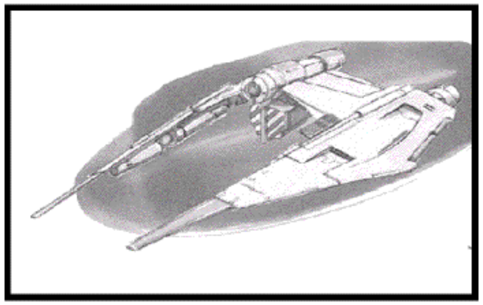
TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST
	1-4	1 HEX	1.0 PRF	1.0 PRF
	5-8	2 HEXES	1.5 PRF	2.0 PRF
	9-12	2 HEXES	2.0 PRF	3.0 PRF

ENERGY DISSIPATOR VANES

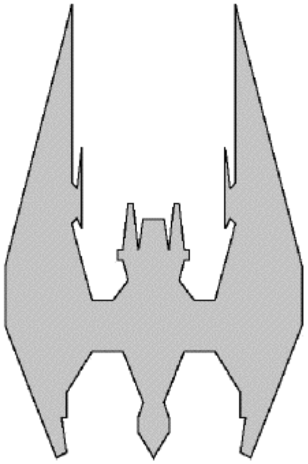
THESE ACT AS SHIELDS, ABSORBING A FIXED AMOUNT OF DAMAGE FROM ANY NON-MISSILE VOLLEYS. EACH USE OF A EDV IS A ONE-TIME USE. MULTIPLE EDVS CANNOT BE USED ON THE SAME CANNON. IF A CANNON HITS FOR 10 DAMAGE, A TYPE 6 EDV

ARTALIAN BATTLECRUISER(937.5)

STAR BLAZERS FLEET BATTLE SYSTEM



BG RULES BY HARDLEC
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
DESIGNED BY ENIGMA STUDIOS
http://www.galactica2003.net
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)



CYLON TRI-BUNAL

PRD: A-1
ABB: DS3
RADAR RANGE: 15
SPEED: 0-18
ENDURANCE: 15 TURNS
POINT VALUE: 5
6 TO A FLIGHT, 12 TO A SQUADRON
BAY POINT TOTAL: 12(65)
WEAPONS:
PRIMARY (BAY): NONE
PRIMARY (WINGS): 1xFPL
SPECIAL: NONE
MINELAYING?: NO
SECONDARY(ATT): 0
SECONDARY(DEF): 0
NOTES:
TAKES 1 POINT TO DESTROY,
MAY ENTER ATMOSPHERE.

BATTLECRAFT TYPE:
FG:#________ MISSION TYPE:
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FIGHTER PULSAR LASERS

FPL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG SHIP	DMG BC	DMG=ANY TARGET
	0	1	2	NA	4	1	ROF: 1/TURN

LENGTH: 9M
WIDTH: 6M
HEIGHT: 2.5M
CREW: 0
MASS: 4.5 TONS
INTRODUCED: 7350(1969)

BATTLECRAFT TYPE:
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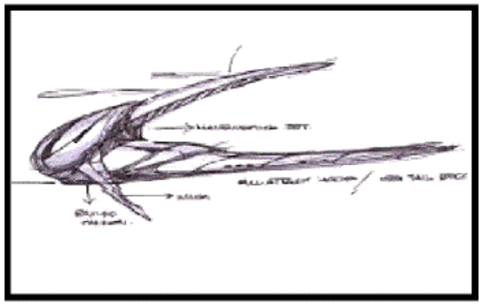
CYLON MK XI-D HIGH SPEED DRONE RAIDER SERIES 4(PATROL)

STAR BLAZERS FLEET BATTLE SYSTEM



BG RULES BY HARDLEC
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
DESIGNED BY ENIGMA STUDIOS
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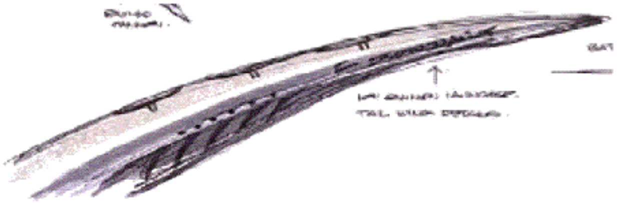

Strongly derivative of a cylon centurion, as if the robot himself is the central core of the ship. May carry energy weapons. 20 to 30 feet in length.

PRD: A-1
ABB: DS3
RADAR RANGE: 15
SPEED: 0-20
ENDURANCE: 15 TURNS
POINT VALUE: 2
6 TO A FLIGHT, 12 TO A SQUADRON
BAY POINT TOTAL: 12(65)
WEAPONS:
PRIMARY (BAY): 2xMM
PRIMARY (WINGS): NONE
SPECIAL: NONE
MINELAYING?: NO
SECONDARY(ATT): 0
SECONDARY(DEF): 0
NOTES:
TAKES 1 POINT TO DESTROY,
MAY ENTER ATMOSPHERE.

CYLON TRI-BUNAL

MINI-MISSILE

SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	DMG AS	DMG AM/AT BC
0	1	2	3	1	
SAME HEX 60%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DMG GM,MINE INSTAL,SAT
0	1-2	3-4	5-6	1	

LENGTH: 9M
WIDTH: 2.75M(5M)
HEIGHT: 3M(4M)
CREW: 0
MASS: 6 TONS
INTRODUCED:
7350(1969)

BATTLECRAFT TYPE:
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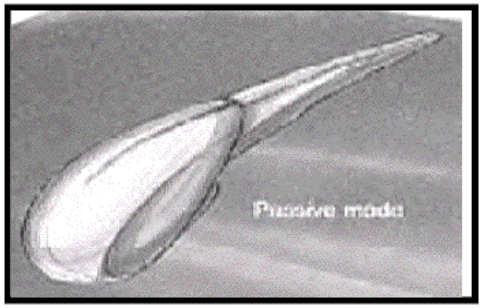
CYLON MK XI-C HIGH SPEED DRONE RAIDER SERIES 3(STRIKE)

STAR BLAZERS FLEET BATTLE SYSTEM



BG RULES BY HARDLEC
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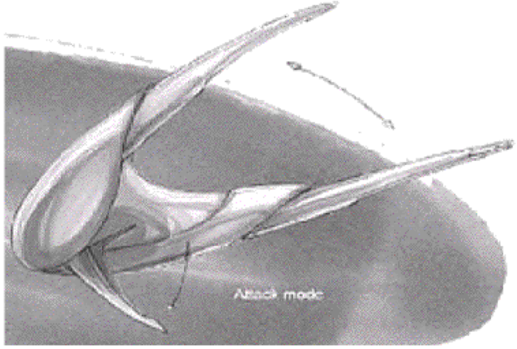

PRD: A-1
ABB: DS2
RADAR RANGE: 15
SPEED: 0-20
ENDURANCE: 15 TURNS
POINT VALUE: 3
6 TO A FLIGHT, 12 TO A SQUADRON
BAY POINT TOTAL: 12(65)
WEAPONS:
PRIMARY (BAY): NONE
PRIMARY (WINGS): 1/2xFPL
SPECIAL: NONE
MINELAYING?: NO
SECONDARY(ATT): 0
SECONDARY(DEF): 0
NOTES:
TAKES 1 POINT TO DESTROY,
MAY ENTER ATMOSPHERE.
ROLL 1 FPL PER 2 DRONES
ROLL PER FLIGHT

CYLON TRI-BUNAL

FIGHTER PULSAR LASERS

FPL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG SHIP	DMG BC	DMG=ANY TARGET
	0	1	2	NA	4	1	ROF: 1/TURN

LENGTH: 9M
WIDTH: 2.75M(5M)
HEIGHT: 3M(4M)
CREW: 0
MASS: 6 TONS
INTRODUCED:
7350(1969)

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
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CYLON MK XI-B HIGH SPEED DRONE RAIDER SERIES 2(ASSAULT)

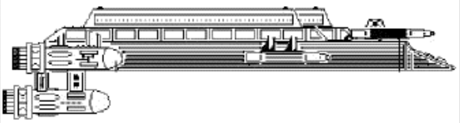
STAR BLAZERS FLEET BATTLE SYSTEM

UNIT NAME:	UNIT NUMBER:

SUPPORT CRAFT ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

ARTALIAN LEAGUE

CIRCA 7000(1619)



PARAGON CLASS 2983/10213 POINTS

MEGA-LASER / **DP MODE**

ML	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%		SAME HEX 30%	SHORT 20%	MEDIUM 10%	LONG --%
	0		1-8		9-16		17-24		0	1-8	9-16	17-24
	4D10	36	3D10	30	3D8	24	3D6	18	1 DIE ROLL PER BATTERY			1D6

ASSAULT CANNON / **DP MODE**

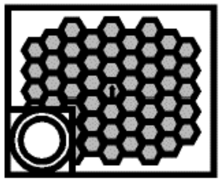
AC	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%		SAME HEX 20%	SHORT 10%	MEDIUM –%	LONG --%
	0		1-7		8-14		15-21		0	1-7	8-14	15-21
	2D10	20	3D6	18	2D8	16	2D8	14	1 DIE ROLL PER BATTERY			1D4

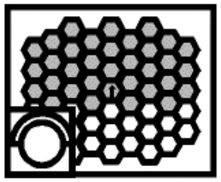
ASSAULT TURBO LASER / **DP MODE**

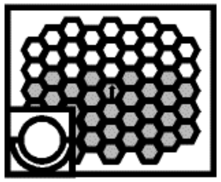
TLA	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%		SAME HEX 60%	SHORT 50%	MEDIUM 40%	LONG 30%
	0		1-2		3-4		5-6		0	1-2	3-4	5-6
	1D6	6	1D6	5	1D4	4	1D4	3	1 DIE ROLL PER BATTERY			1D6

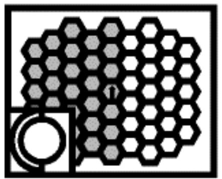
MAGNETRONIC TORPEDO LAUNCHER

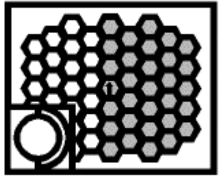
MT	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DAMAGE POINTS
	0	1-3	4-6	7-9	12	5











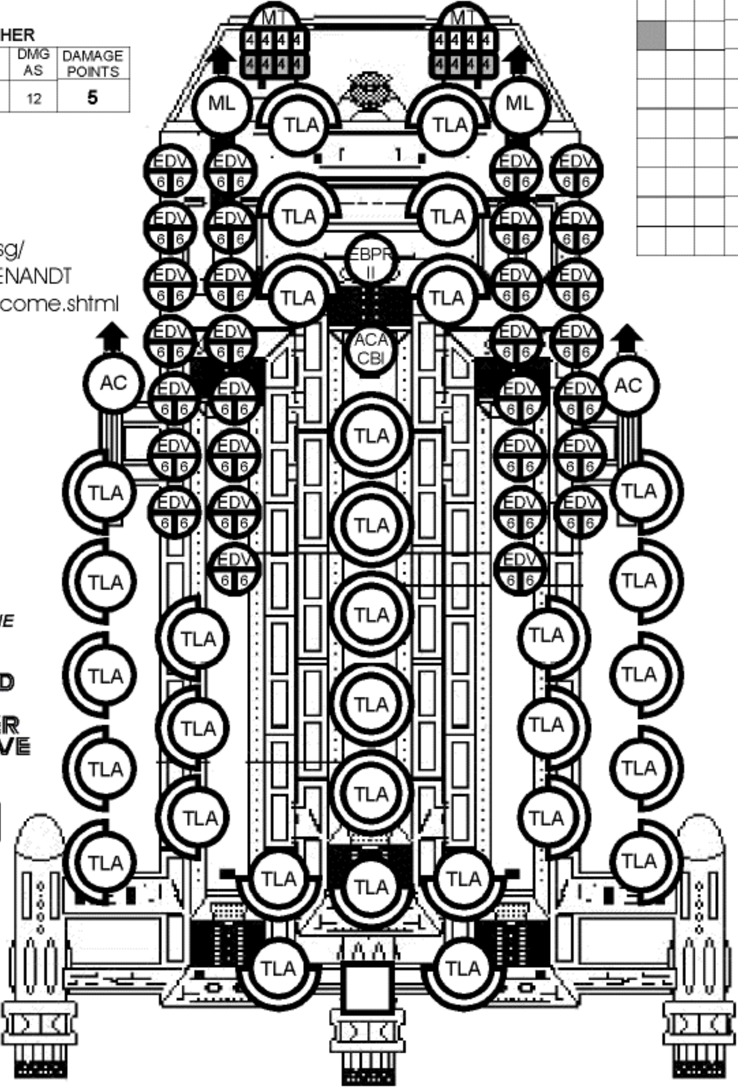
BG RULES BY RICHARD LECLERQ
PICTURES FOUND AT
http://www.shipschematics.net/
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
SHIP DESIGNED BY MARK VANSEVENANDT
http://www.tic.ab.ca/~markv/welcome.shtml
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

ENERGY DISSIPATOR VANES

THESE ACT AS SHIELDS, ABSORBING A FIXED AMOUNT OF DAMAGE FROM ANY NON-MISSILE VOLLEYS. EACH USE OF A EDV IS A ONE-TIME USE. MULTIPLE EDVS CANNOT BE USED ON THE SAME CANNON. IF A CANNON HITS FOR 10 DAMAGE, A TYPE 6 EDV

THE MISSILE BAYS COME WITH 1 FULL SET OF RELOADS. IT TAKES 4 TURNS FOR THE SECOND SET TO COME ONLINE AFTER THE FIRST SET IS USED.

NOTE, THE TACTICAL AND STRATEGIC WARP COST ARE ONLY USED TO DETERMINE IF A SHIP CAN LEAVE THE BATTLEFIELD.



WARSHIP HULL STRUCTURE

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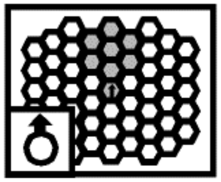
SUPPORT CRAFT
BAY POINTS: 720+2880
BATTLECRAFT
BAY POINTS: 4800
NORMALLY DEPLOYS
288 FIGHTERS,18 SHUTTLES,
AND 24 SCOUTS

SHIP SYSTEMS

COMMAND BRIDGE	SPECIAL WEAPON SYSTEM
BATTLE BRIDGE	SPACE DEFENSE SYSTEM
NAVIGATION BRIDGE	
RADAR RANGE: 80	CARGO CAPACITY
HANGAR DECK LAUNCH: 48 REARM: 48	HANGAR DECK LAUNCH: 24 REARM: 24
HANGAR DECK LAUNCH: 40 REARM: 40	HANGAR DECK LAUNCH: 16 REARM: 16
HANGAR DECK LAUNCH: 32 REARM: 32	HANGAR DECK LAUNCH: 8 REARM: 8



CARGO MANIFEST-8 CARGO FACTORS

1					

MOVEMENT LOG

TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10

POWER ACCUMULATION LOG- 1D6 STATIONARY / 1D4 MOVING

TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10

WARSHIP DATA

WARSHIP CLASS	17	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITY	4
POWER RATING FACTOR	2		
TACTICAL WARP COST	(35)	STRATEGIC WARP COST	(70)

TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST
	1-4	1 HEX	1.0 PRF	1.0 PRF
	5-8	2 HEXES	1.5 PRF	2.0 PRF
	9-12	2 HEXES	2.0 PRF	3.0 PRF

*UNOFFICIAL

ARTALIAN BATTLEBASE(989.8M)

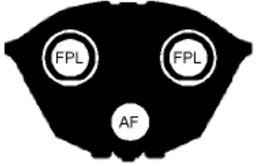
STAR BLAZERS FLEET BATTLE SYSTEM

CYLON EMPIRE

WARSHIP HULL STRUCTURE

				2
				E

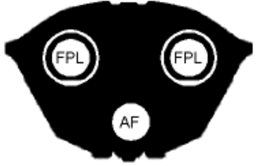
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

				2
				E

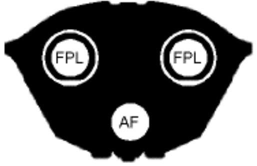
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

				2
				E

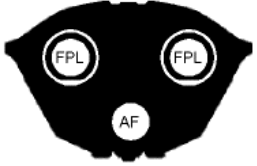
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

				2
				E

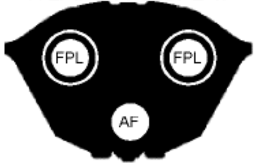
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

				2
				E

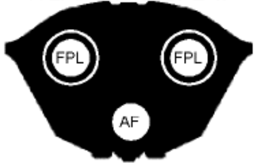
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

				2
				E

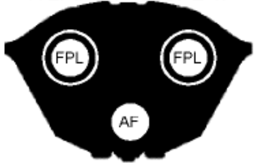
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

				2
				E

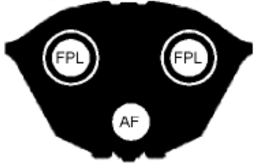
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

				2
				E

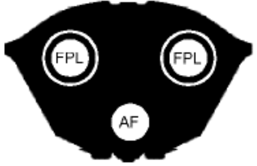
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

				2
				E

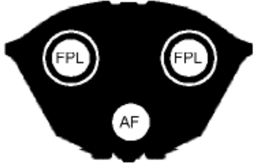
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

				2
				E

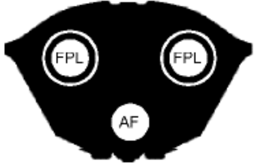
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

				2
				E

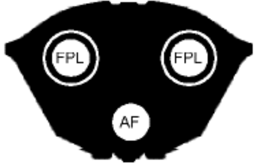
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

				2
				E

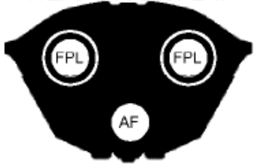
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

				2
				E

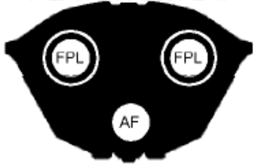
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

				2
				E

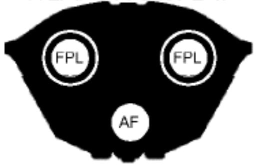
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

				2
				E

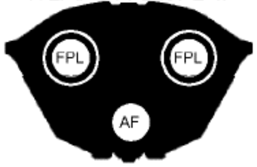
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

				2
				E

WEAPON DISPLAY

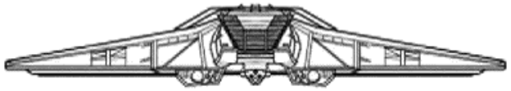


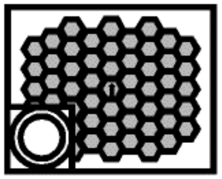
SPECIAL NOTES:
THIS SHIP IS EQUIPPED WITH A 2 PT POWER CAPACITATOR FOR STORING FUEL FOR THE AMBUSH FIELD SYSTEM.
THE RAIDER GENERATES ENOUGH POWER TO KEEP THE AMBUSH FIELD ACTIVE AT ALL TIMES.

AMBUSH FIELD SYSTEM(AF)
THIS COUNTS AS A SPECIAL WEAPON SYSTEM.
IT ALLOWS GROUPS OF SHIPS TO GET INTO BETTER FIRING POSITIONS TO MAKE THE FIRST STRIKE OPPORTUNITY OR TO SET UP SURPRISE ATTACKS.
SHIPS INSIDE THE FIELD COUNT AS BEING SPACE SUBS FOR DETECTION PURPOSES.
MAX SPEED OF THE GROUP UNDER THE FIELD IS 4 HEXES/TURN.
FOR DETECTION PURPOSES,
FIGHTER EW SENSORS AND EBPR II SYSTEMS COUNT AS TYPE 1 ACHS SYSTEMS, AND SCOUT CHANNELS AND EBPR III SYSTEMS COUNT AS TYPE 2 ACHS SYSTEMS.
UNITS INSIDE A CAMOUFLAGE SYSTEM RECEIVE A -10% BONUS TO BE HIT.
THE AF IS LOST AFTER THE RAIDER TAKE 4 POINTS OF DAMAGE

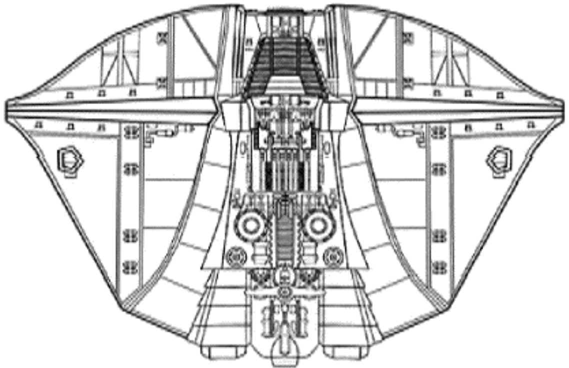
HEAVY RAIDER
PRD: B2
ABB: HRR
RADAR RANGE: 20 HEXES
ENDURANCE: 30 TURNS
SPD: 0-14
POINT VALUE: 38
WEAPONS: HRS
PRIMARY: 2xFPL(360)
SPECIAL: 1xAF(1 HEX)
MINES:NO
SEC(OFF)=0
SEC(DEF)=0
BAY POINTS: 1(50)
SPECIAL: MAY FIRE 2 SYSTEMS PER TURN.

BG RULES BY RICHARD LECLERQ
PICTURES FOUND AT
http://www.shipschematics.net/
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
OUTLINE BY TODD BOYCE
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)



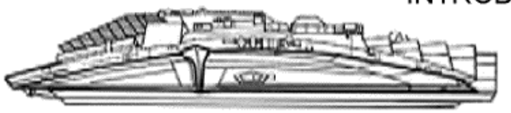


LENGTH: 38.3M
WIDTH: 59.6M
HEIGHT: 10.95M
CREW: 5
MASS: 250 TONS
INTRODUCED: 7000(1619)



FIGHTER PULSAR LASERS

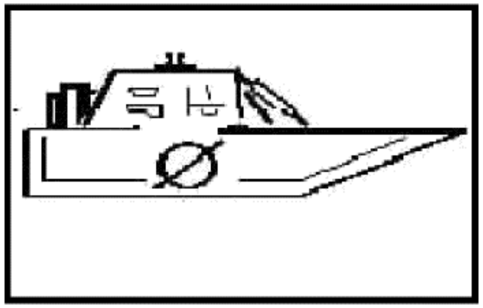
FPL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG SHIP	DMG BC	DMG=ANY TARGET
	0	1	2	NA	4	1	ROF: 1/TURN



CYLON HEAVY RAIDER MK IV-RINGLORD(CLOAKING)

STAR BLAZERS FLEET BATTLE SYSTEM

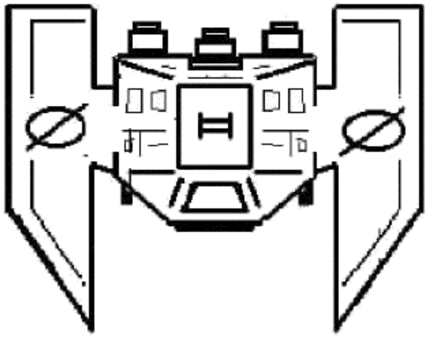
ARTALIAN LEAGUE

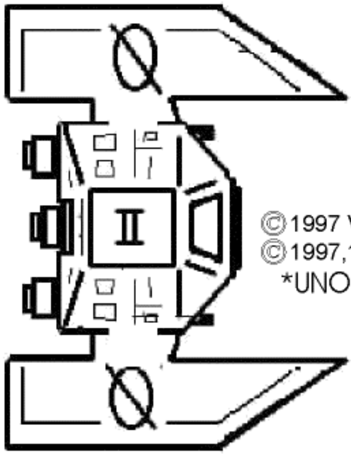


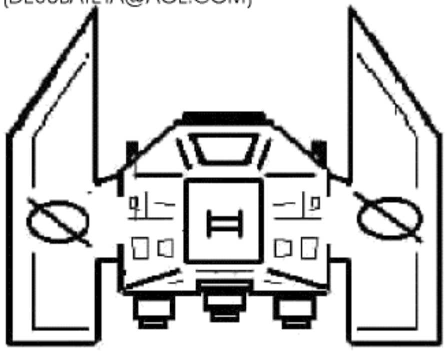
PRD: F2
ABB:TPR
RADAR RANGE: 20
SPEED: 0-9
ENDURANCE: 20 TURNS
POINT VALUE: 11
6 TO A FLIGHT, 12 TO A SQUADRON
BAY POINT TOTAL: 12(200)
WEAPONS:
PRIMARY (BAY): NONE
PRIMARY (WINGS): NONE
SPECIAL: 2 PULSAR LASERS
MINELAYING?: NO
SECONDARY(ATT): 0
SECONDARY(DEF): 0
NOTES:
TAKES 3 POINTS TO DESTROY, AFTER
2ND HIT, 50% CHANCE TO CONTINUE OR FLEE.
MAY NOT ENTER ATMOSPHERE.

BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○

ORIGINAL RULES BY RICHARD LECLERQ
PICTURES FOUND AT
http://www.shipschematics.net/
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
SHIP DESIGNED BY MARK VANSEVENANDT
http://www.tic.ab.ca/~markv/welcome.shtml
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)







BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○
BATTLECRAFT TYPE:	FG:#______ MISSION TYPE:	FG:#______ MISSION TYPE:
SPEED:	○○○○○○○○○○○	○○○○○○○○○○○

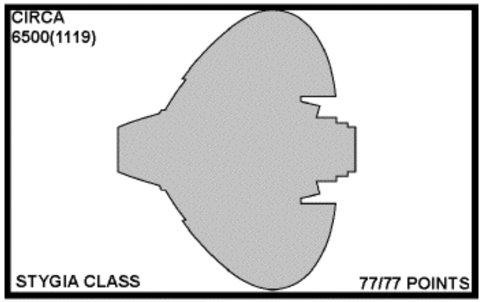
LENGTH: 11.6M
WIDTH: 14.7M
HEIGHT: 3.88M
CREW: 2
MASS: 19 TONS
INTRODUCED: 7100(1719)

FIGHTER PULSAR LASERS

	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG SHIP	DMG BC	DMG=ANY TARGET
FPL	0	1	2	NA	4	1	ROF: 1/TURN

ARTALIAN TEMPLAR CLASS HEAVY FIGHTER

STAR BLAZERS FLEET BATTLE SYSTEM


CIRCA 6500(1119)

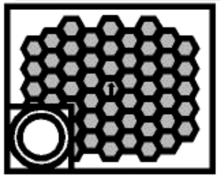
STYGIA CLASS

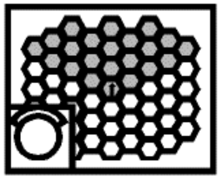
77/77 POINTS

NOTE, THE TACTICAL AND STRATEGIC WARP COST ARE ONLY USED TO DETERMINE IF A SHIP CAN LEAVE THE BATTLEFIELD. *UNOFFICIAL

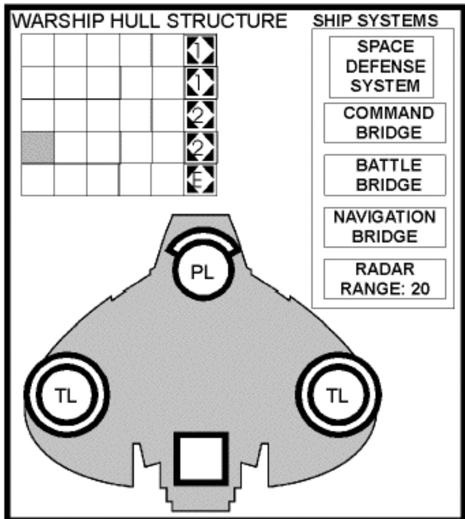
UNIT NAME:	UNIT NUMBER:
SUPPORT CRAFT	1
SUPPORT CRAFT	2
SUPPORT CRAFT	3

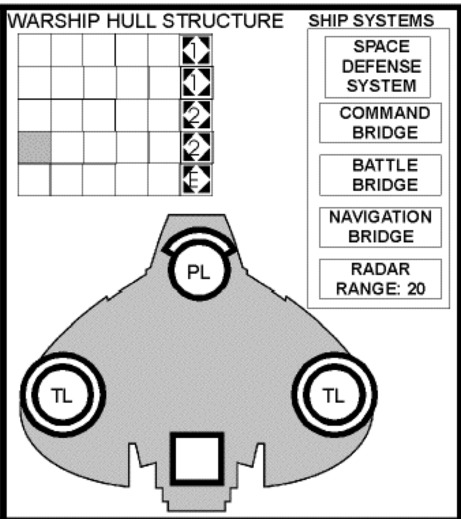
CYLON EMPIRE

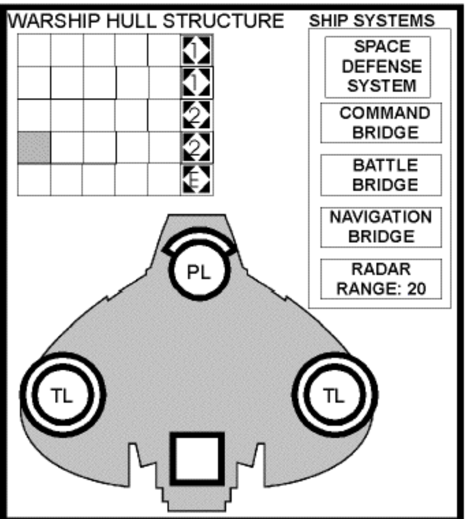


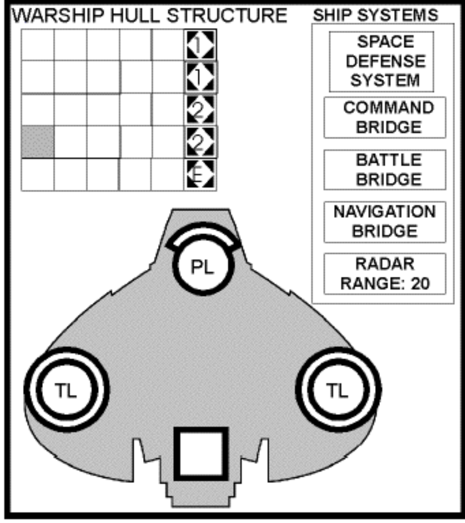


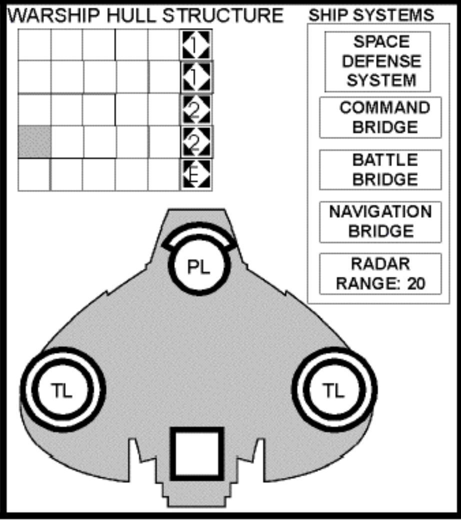
BG RULES BY RICHARD LECLERQ
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
OUTLINE, picture,& DESIGN BY TODD BOYCE
http://ravensbranch.allen.com/
battlespoo.html
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

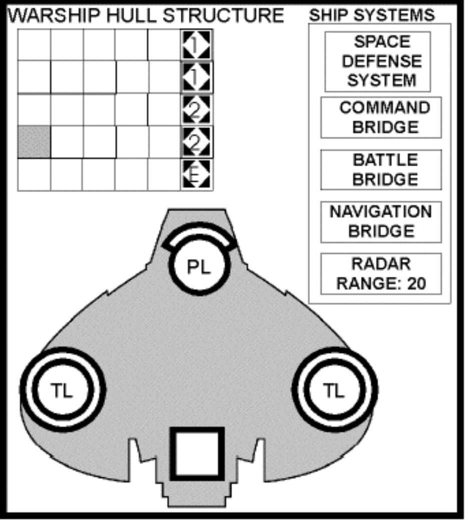












CARGO MANIFEST-0.5 CARGO FACTORS EACH

1					
2					
3					
4					
5					
6					

ASSAULT CRAFT RULES:
YACHTS TAKE UP 90 BAY POINTS EACH. THEY MAY ONLY BE CARRIED ON SHIPS THAT HAVE 8 OR MORE SHUTTLES AND 2 OR MORE LAUNCH BAYS. SHIPS THAT DON'T NATURALLY CARRY THEM MAY OPERATE OTHER CRAFT BUT THE OPERATIONS ARE AT 1/3 NORMAL RATE. THE RATE OF LAUNCH FOR YACHTS IS 1 PER BAY PER TURN. ALL CYLON DREADNOUGHTS AND LANDING(TROOP) SHIPS MAY USE THEM IN EITHER THE BATTLECRAFT OR SUPPORT CRAFT BAYS. LAUNCH RATE FOR THEM IS 2x NORMAL

POWER ACCUMULATION LOG- 1D6 STATIONARY / 1D4 MOVING

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										
3										

MOVEMENT LOG

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10
1										
2										
3										

SUPPORT CRAFT
BAY POINTS: 0
BATTLECRAFT
BAY POINTS: 0
CAN LAND ON
GROUND

LIGHT PULSAR

					DP MODE				
PL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	ROF
	0	1-3	4-6	7-9	0	1-3	4-6	7-9	1 PER TURN
	1D10 9	1D8 7	1D6 5	1D4 4	1 DIE ROLL PER EVERY 2 BATTERIES			1D4	
	0	1-4	5-8	9-12	0	1-4	5-8	9-12	1 PER 2 TURNS
	1D10 10	1D8 8	1D6 6	1D6 5	1 DIE ROLL PER BATTERY			1D4	
	0	1-5	6-10	11-15	0	1-5	6-10	11-15	1 PER 3 TURNS
	1D12 12	1D10 10	1D8 8	1D6 6	1 DIE ROLL PER BATTERY			1D4	

TURBO LASER BATTERY

					DP MODE			
TL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
	0	1-2	3-4	5-6	0	1-2	3-4	5-6
	1D6 6	1D6 5	1D4 4	1D4 3	1 DIE ROLL PER BATTERY			1D4

WARSHIP DATA

WARSHIP CLASS	2	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITY	1
POWER RATING FACTOR	6		
TACTICAL WARP COST	NA	STRATEGIC WARP COST	NA

TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST
	1-6	1 HEX	0.5 PRF	1.0 PRF
	7-12	2 HEXES	0.5 PRF	1.0 PRF

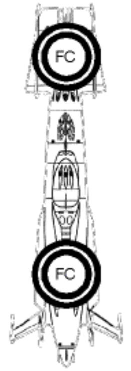
CYLON ASSAULT CRAFT(91M)

STAR BLAZERS FLEET BATTLE SYSTEM

WARSHIP HULL STRUCTURE

			2
			E

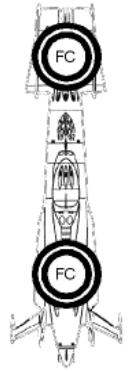
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

			2
			E

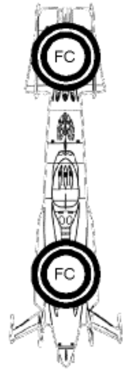
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

			2
			E

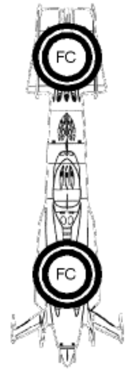
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

			2
			E

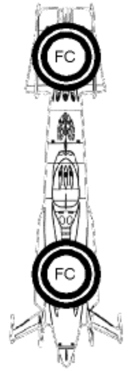
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

			2
			E

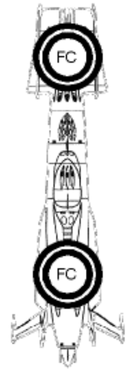
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

			2
			E

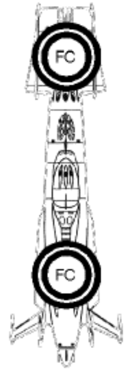
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

			2
			E

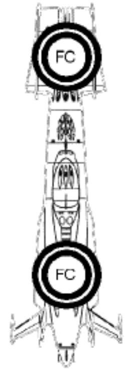
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

			2
			E

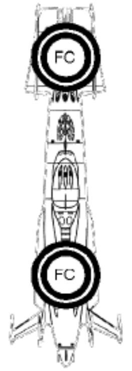
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

			2
			E

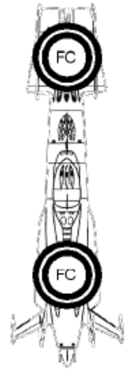
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

			2
			E

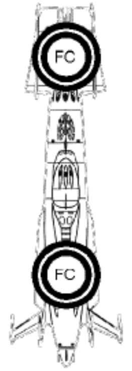
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

			2
			E

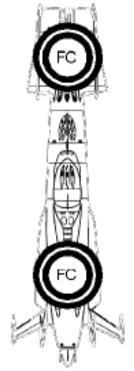
WEAPON DISPLAY



WARSHIP HULL STRUCTURE

			2
			E

WEAPON DISPLAY



POWER ACCUMULATION LOG- 1D6 PER TURN

TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10

POWER ACCUMULATION LOG- 1D6 PER TURN

TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10

CYLON STALKER CLASS REMOTE PROBE

EW SPECIAL ABILITIES

1) LOCK OFF MISSILES
2) +10% TO HIT(FOR FLIGHT GROUP IN SAME HEX)
3) -10% TO HIT(FOR LFIGHT GROUP IN SAME HEX)
4) TARGET SPECIFIC FIGHTER FLIGHTS OR MISSILE TYPES
5) PERFORM MINESWEEPING

SCOUT CHANNELS CAN PERFORM THE FOLLOWING ABILITIES (PER 1 SCOUT CHANNEL):
#2 (ACTS AS MDS 4 BATTERY)
#4 (PER 10%)
#5 (PER 10%)
#7 (PER TYPE)
#8 (COSTS 2 CHANNELS)
#9 (PER ATTEMPT)
THE SHIP HAS 1 SCOUT CHANNEL WHICH CAN PERFORM A VARIETY OF FUNCTIONS. AND FREQUENCIES IT CAN HANDLE.
THE MAXIMUM RANGE OF SCOUT CHANNELS IS 18 HEXES. ALL SCOUT CHANNELS USED OFFENSIVELY COUNT AS 1 WEAPON SYSTEM.
NO MORE THAN 1 SALVO PER BATTERY MAY BE USED PER TURN.
USING A CHANNEL IS CONSIDERED TO BE AN AUTOMATIC SUCCESS. YOU MAY STILL HAVE TO ROLL TO SEE IF THE ABILITY HITS THOUGH.
ABILITIES CAN BE DELAYED AFTER ALL ACTIONS DECLARED FOR A CERTAIN STEP.

EW SPECIAL ABILITIES

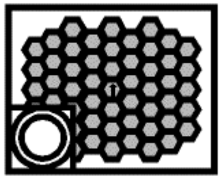
2) LOCK OFF MISSILES
4) +10% TO HIT (MAX= +30)
5) -10% TO HIT (MAX= -30)
7) TARGET SPECIFIC FIGHTER FLIGHTS OR MISSILE TYPES
8) INCREASE WARSHIP CLASS CAPAC. +1 FACTOR
9) DETECT MINES/STEALTH UNITS COUNTS AS REACTION FIRE.

YOU ALLOCATE CHANNEL ABILITIES DURING STEP 5 OF A GIVEN TURN. THE STEPS THAT CAN BE AFFECTED ARE 9,10,12,15,16,17,18, AND 19.
ESTABLISH A HYPERSPACE LINK BETWEEN THE 2 TARGETS THAT WILL LAST FOR 1 TURN.
THE STRATEGIC RULES WILL BE WRITTEN WHEN THE CAMPAIGN MANUAL COMES OUT.
DUE TO THE SENSITIVE NATURE OF THE CHANNELS, THEY ARE DESTROYED FAIRLY EARLY.

SPECIAL NOTES:
THIS SHIP IS EQUIPPED WITH A 2 PT POWER CAPACITATOR FOR STORING FUEL FOR THE AMBUSH FIELD SYSTEM.
THE RAIDER GENERATES ENOUGH POWER TO KEEP THE AMBUSH FIELD ACTIVE AT ALL TIMES.

AMBUSH FIELD SYSTEM(AF)
THIS COUNTS AS A SPECIAL WEAPON SYSTEM.
IT ALLOWS GROUPS OF SHIPS TO GET INTO BETTER FIRING POSITIONS TO MAKE THE FIRST STRIKE OPPORTUNITY OR TO SET UP SURPRISE ATTACKS.
SHIPS INSIDE THE FIELD COUNT AS BEING SPACE SUBS FOR DETECTION PURPOSES.
MAX SPEED OF THE GROUP UNDER THE FIELD IS 4 HEXES/TURN.
FOR DETECTION PURPOSES, FIGHTER EW SENSORS AND EBPR II SYSTEMS COUNT AS TYPE 1 ACHS SYSTEMS, AND SCOUT CHANNELS AND EBPR III SYSTEMS COUNT AS TYPE 2 ACHS SYSTEMS.
UNITS INSIDE A CAMOUFLAGE SYSTEM RECEIVE A -10% BONUS TO BE HIT.
THE AF IS LOST AFTER THE RAIDER TAKE 4 POINTS OF DAMAGE

LENGTH: 40M
CREW: 0
MASS: 200 TONS
INTRODUCED: 7100(1719)



CYLON EMPIRE

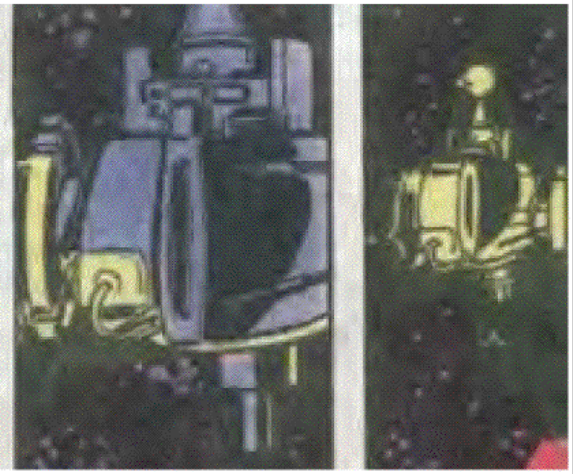
REMOTE PROBE

PRD: B2
ABB: SRP
RADAR RANGE: 30 HEXES
ENDURANCE: 50 TURNS
SPD: 0-16
POINT VALUE: 51
WEAPONS: SRP
PRIMARY: 1 SCOUT CHANNEL
SPECIAL: 1xAF(1 HEX), 1 FIG-EW, WARP
MINES:NO
SEC(OFF)=0
SEC(DEF)=2
BAY POINTS: 1(50)
SPECIAL: MAY FIRE 2 SYSTEMS PER TURN.

BG RULES BY RICHARD LECLERQ
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

FIGHTER CANNON

SAME HEX 30% VS SC1 40%VS SC2 RANGE 0	DMG AS	DMG=ANY TARGET
	1	



TACTICAL WARP COST	4	STRATEGIC WARP COST	8

STAR BLAZERS FLEET BATTLE SYSTEM

CYLON EMPIRE

EW YACHT

PRD: B2
ABB: TRK
RADAR RANGE: 35 HEXES
ENDURANCE: 50 TURNS
SPD: 0-14
POINT VALUE: 31
WEAPONS: TRK
PRIMARY: 2 SCOUT CHANNELS
SPECIAL: EMM(-10% TO BE HIT)
MINES:NO
SEC(OFF)=0
SEC(DEF)=0
BAY POINTS: 1(40)
SPECIAL: NONE

WARSHIP HULL STRUCTURE | WARSHIP HULL STRUCTURE | WARSHIP HULL STRUCTURE | WARSHIP HULL STRUCTURE

WEAPON DISPLAY | WEAPON DISPLAY | WEAPON DISPLAY | WEAPON DISPLAY

WARSHIP HULL STRUCTURE | WARSHIP HULL STRUCTURE | WARSHIP HULL STRUCTURE | WARSHIP HULL STRUCTURE

WEAPON DISPLAY | WEAPON DISPLAY | WEAPON DISPLAY | WEAPON DISPLAY

WARSHIP HULL STRUCTURE | WARSHIP HULL STRUCTURE | WARSHIP HULL STRUCTURE | WARSHIP HULL STRUCTURE

WEAPON DISPLAY | WEAPON DISPLAY | WEAPON DISPLAY | WEAPON DISPLAY

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#4 (PER 10%)
#5 (PER 10%)
#7 (PER TYPE)
#8 (COSTS 2 CHANNELS)
#9 (PER ATTEMPT)

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5) -10% TO HIT (MAX= -30)
7) TARGET SPECIFIC FIGHTER FLIGHTS OR MISSILE TYPES
8) INCREASE WARSHIP CLASS CAPAC. +1 FACTOR
9) DETECT MINES/STEALTH UNITS

COUNTS AS REACTION FIRE.
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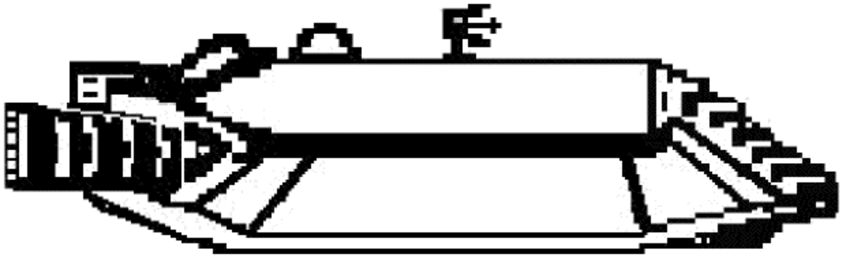
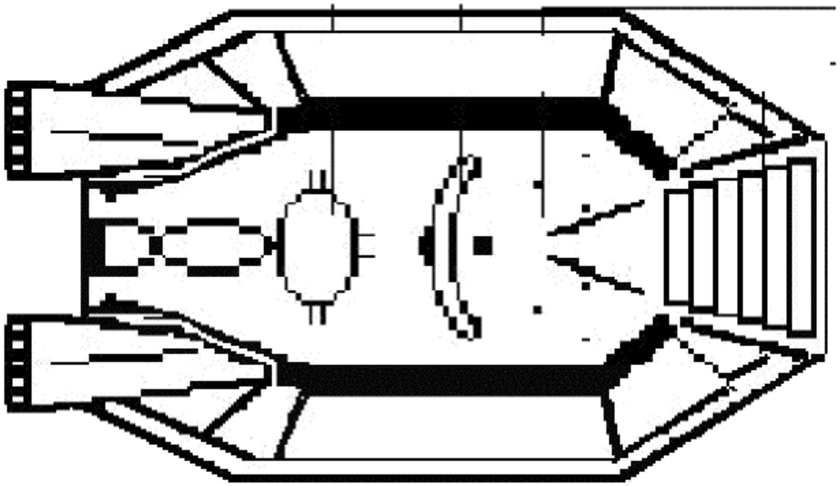
ESTABLISH A HYPERSPACE LINK BETWEEN THE 2 TARGETS THAT WILL LAST FOR 1 TURN.
THE STRATEGIC RULES WILL BE WRITTEN WHEN THE CAMPAIGN MANUAL COMES OUT.
DUE TO THE SENSITIVE NATURE OF THE CHANNELS, THEY ARE DESTROYED FAIRLY EARLY.

BG RULES BY RICHARD LECLERQ
PICTURES FOUND AT
http://www.tic.ab.ca/~markv/welcome.shtml
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
PICTURE DONE BY MARK VANSEVENANDT
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)



LENGTH: 30M
WIDTH: 17.5M
HEIGHT: 8.9M
CREW: 5
MASS: 150 TONS
INTRODUCED: 7150(1769)



CYLON ELECTRONIC TRACKER YACHT

STAR BLAZERS FLEET BATTLE SYSTEM

BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□

BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□

BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□

PRD: F3
ABB: RDX
RADAR RANGE: 20
SPEED: 0-16
ENDURANCE: 25 TURNS
POINT VALUE: 10
6 TO A FLIGHT, 12 TO A SQUADRON
BAY POINT TOTAL: 12(240)
WEAPONS:
PRIMARY (BAY): NONE
PRIMARY (WINGS): 1xFTL
SPECIAL: 1xFPL
MINELAYING?: NO
SECONDARY(ATT): 0
SECONDARY(DEF): 0
NOTES:
TAKES 3 POINTS TO DESTROY,
MAY ENTER ATMOSPHERE.

CYLON EMPIRE

LENGTH: 12.5M
WIDTH: 15M
HEIGHT: 3.3M
CREW: 3
MASS: 22.5 TONS
INTRODUCED:
7351(1970)

BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□
BATTLECRAFT TYPE: ☐	FG:#_________ MISSION TYPE: ☐	FG:#_________ MISSION TYPE: ☐
SPEED: ☐	○○○○○○○○○○○○ ○□○□○□○□○□○□	○○○○○○○○○○○○ ○□○□○□○□○□○□

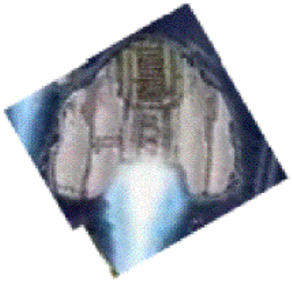
FIGHTER TURBO LASERS

FTL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DMG=ANY TARGET
	0	1	2	3	1	ROF: 3/TURN

FIGHTER PULSAR LASERS

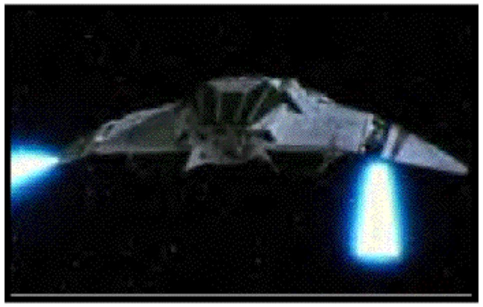
FPL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG SHIP	DMG BC	DMG=ANY TARGET
	0	1	2	NA	4	1	ROF: 1/TURN

BG RULES BY HARDLEC
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)



CYLON MK. X CLASS ADVANCED RAIDER FIGHTER

STAR BLAZERS FLEET BATTLE SYSTEM



CYLON EMPIRE

PRD: A-2
ABB: RDD
RADAR RANGE: 25
SPEED: 0-18
ENDURANCE: 25 TURNS
POINT VALUE: 22
6 TO A FLIGHT, 12 TO A SQUADRON
BAY POINT TOTAL: 12(300)
WEAPONS:
PRIMARY (BAY): NONE
PRIMARY (WINGS): 2xFPL
SPECIAL: QSE
MINELAYING?: NO
SECONDARY(ATT): 0
SECONDARY(DEF): 0
NOTES:
TAKES 4 POINTS TO DESTROY,
MAY ENTER ATMOSPHERE.

LENGTH: 16.3M
WIDTH: 25M
HEIGHT: 4.4M
CREW: 3
MASS: 26 TONS
INTRODUCED:
7362(1981)

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

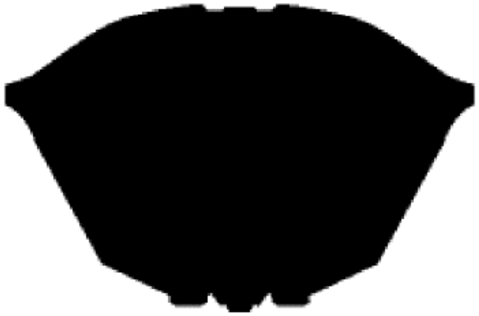
BG RULES BY HARDLEC
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○



BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○○○○○○○○○○○○	○○○○○○○○○○○○ ○○○○○○○○○○○○

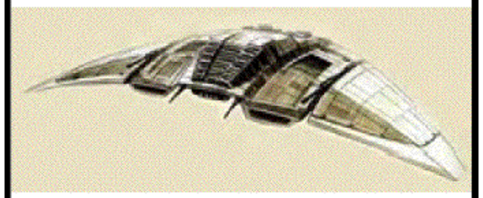
*QUANTUM SHIFT EFFECT:(QSE)
ACTS AS TRUE SUBSPACE SUB AND HAS A POWER ACCUMULATOR BATTERY EQUAL TO ITS TACTICAL WARP COST.
QSE-SLAVE UNIT: 1 SHIP IS NOMINATED TO HAVE THE MASTER UNIT. THIS SHIP HAS THE EQUIVLANENT OF ACACBI. ALL SLAVE UNITS MUST REMAIN WITHIN 3 HEXES OF THE MASTER SHIP. WHEN THE MASTER SHIP SHIFTS, SO DO THE SLAVE UNITS.*

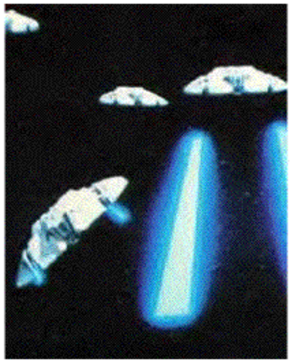
FIGHTER PULSAR LASERS

FPL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG SHIP	DMG BC	DMG=ANY TARGET
	0	1	2	NA	4	1	ROF: 1/TURN

CYLON MK XII DARK RAIDER CLASS ADVANCED HEAVY FIGHTER

STAR BLAZERS FLEET BATTLE SYSTEM





PRD: A-3
ABB: RDV
RADAR RANGE: 25
SPEED: 0-18
ENDURANCE: 25 TURNS
POINT VALUE: 21
6 TO A FLIGHT, 12 TO A SQUADRON
BAY POINT TOTAL: 12(240)
WEAPONS:
PRIMARY (BAY): 2xSB
PRIMARY (WINGS): 1xTLA
SPECIAL: NONE
MINELAYING?: NO
SECONDARY(ATT): 0
SECONDARY(DEF): 0
NOTES:
TAKES 4 POINTS TO DESTROY,
MAY ENTER ATMOSPHERE.

CYLON EMPIRE

LENGTH: 10M
WIDTH: 20M
HEIGHT: 4.4M
CREW: 3
MASS: 20 TONS
INTRODUCED:
7357(1976)

BATTLECRAFT TYPE:
FG:#________ MISSION TYPE:
FG:#________ MISSION TYPE:
SPEED:
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SPEED:
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SPEED:
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BATTLECRAFT TYPE:
FG:#________ MISSION TYPE:
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BATTLECRAFT TYPE:
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BATTLECRAFT TYPE:
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BATTLECRAFT TYPE:
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BATTLECRAFT TYPE:
FG:#________ MISSION TYPE:
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BATTLECRAFT TYPE:
FG:#________ MISSION TYPE:
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BATTLECRAFT TYPE:
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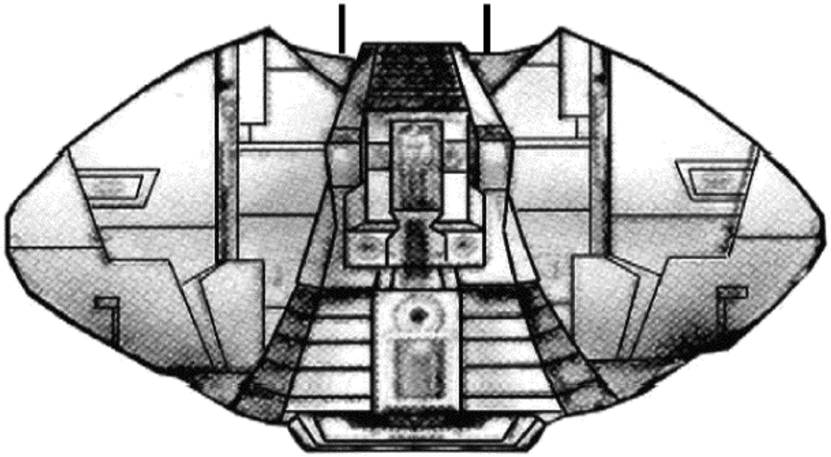

BATTLECRAFT TYPE:
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BATTLECRAFT TYPE:
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SPEED:
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ASSAULT TURBO LASER **DP MODE**

TLA	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%		SAME HEX 60%	SHORT 50%	MEDIUM 40%	LONG 30%
	0		1-2		3-4		5-6		0	1-2	3-4	5-6
	1D6	6	1D6	5	1D4	4	1D4	3	1 DIE ROLL PER BATTERY			1D6

SMART BOMB

SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG AS	DAMAGE POINTS
0	1-3	4-6	7-10	6	2

BG RULES BY HARDLEC
PART OF THE TOM DESANTOS
REVIVAL PROJECT
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

*UNOFFICIAL

CYLON MK XIII ADVANCED RAIDER CLASS ASSAULT FIGHTER

STAR BLAZERS FLEET BATTLE SYSTEM

www.BattlestarGalactica.com Copyright 1999 Su-Shann Productions
CGI Artist: Kenneth Thomson, Jr.

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
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BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
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BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
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BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
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BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
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BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
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BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐

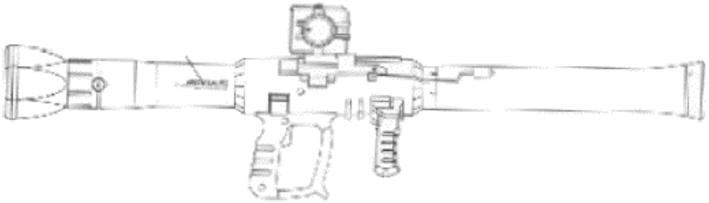
CYLON EMPIRE

PRD: G3
ABB: GLD
RADAR RANGE: 15
SPEED: 0-8
ENDURANCE: 40 TURNS
POINT VALUE: 15
6 TO A FLIGHT, 12 TO A SQUADRON
BAY POINT TOTAL: 12(240)
WEAPONS:
PRIMARY (BAY): NONE
PRIMARY (WINGS): 1xTLM
SPECIAL: NONE
MINELAYING?: NO
SECONDARY(ATT): 0
SECONDARY(DEF): 0
NOTES:
TAKES 3 POINTS TO DESTROY,
MAY NOT ENTER ATMOSPHERE.
SHIELD SYSTEM(30% TO DEFLECT
FIGHTER CLASS MISSILES AND
WE

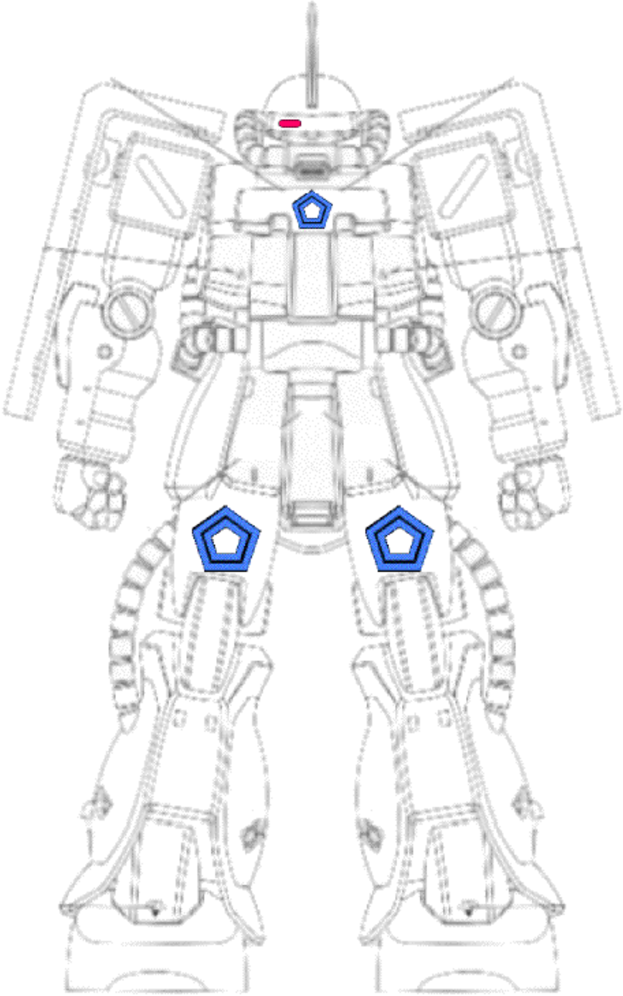
LENGTH: 5.1M
WIDTH: 11.15M
HEIGHT: 17.5M
CREW: 2
MASS: 56.2 TONS
INTRODUCED:
7371(1990)

SPECIAL THANKS GO OUT TO WADE VINCENT FOR SUGGESTING THE CRAZY IDEA AND TO ROBERT JONES FOR HELPING ME IRON SOME DETAILS AND BOUNCING OUT IDEAS.

	MEDIUM TURBO LASER BATTERY								DP MODE			
TLM	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%		SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
	0		1-3		4-6		7-9		0	1-3	4-6	7-9
	1D10	9	1D8	7	1D6	5	1D4	4	1 DIE ROLL PER EVERY 2 BATTERIES			1D4



BG RULES BY HARDLEC
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
PICTURE PART OF THE SECOND COMING
BY RICHARD HATCH
GUNDAM PICTURE PROPERTY OF BANDAI
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)



CYLON MK. XVII GLADIATOR CLASS GRADIENT UNIVERSAL NEW DIRECT ASSAULT MACHINE:TYPE SPACE

STAR BLAZERS FLEET BATTLE SYSTEM

BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
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BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐

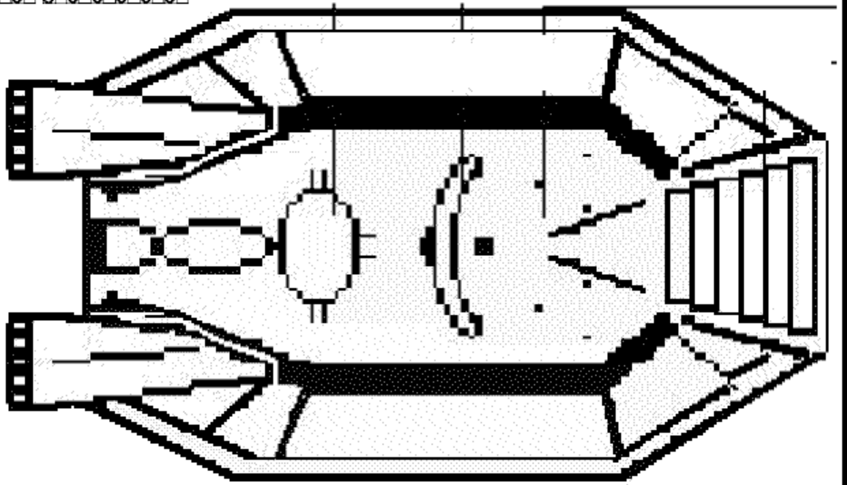
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐

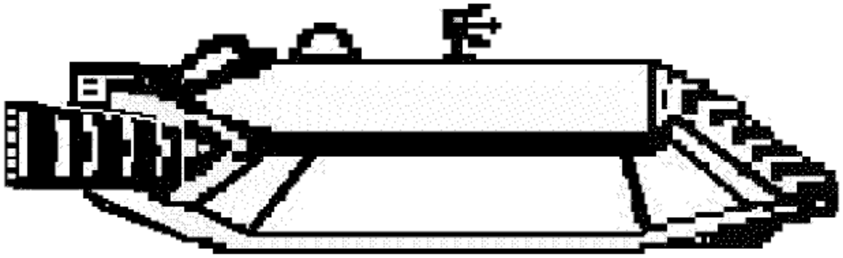
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐	○○○○○○○○○○○○ ○☐○☐○☐○☐○☐○☐

CYLON EMPIRE

PRD: S2
ABB: SHT
RADAR RANGE: 20 HEXES
ENDURANCE: 40 TURNS
SPD: 0-6
POINT VALUE: 5
6 TO A FLIGHT, 12 TO A SQUADRON
WEAPONS: SHT
PRIMARY: NONE
SPECIAL: NONE
MINES:NO
SEC(OFF)=0
SEC(DEF)=2
BAY POINTS: 1(40)
SPECIAL: NONE
TAKES 3 POINTS TO DESTROY,
CAN CARRY 100 TROOPS OR
3 VEHICLES

BG RULES BY RICHARD LECLERQ
PICTURES FOUND AT
http://www.tic.ab.ca/~markv/welcome.shtml
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
PICTURE DONE BY MARK VANSEVENANDT
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)





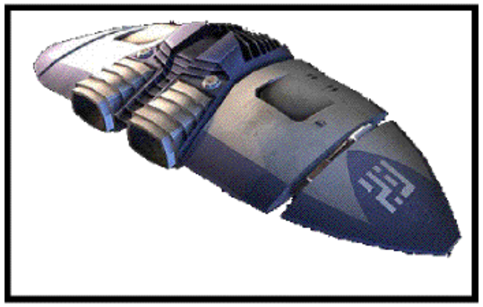
LENGTH: 30M
WIDTH: 17.5M
HEIGHT: 8.9M
CREW: 3
MASS: 150 TONS
INTRODUCED: 6300(919)

FIGHTER CANNON

SAME HEX 30% VS SC1	DMG AS	DMG=ANY TARGET
40%VS SC2 RANGE 0	1	

CYLON ARMED SHUTTLE/LANDER

STAR BLAZERS FLEET BATTLE SYSTEM



BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐

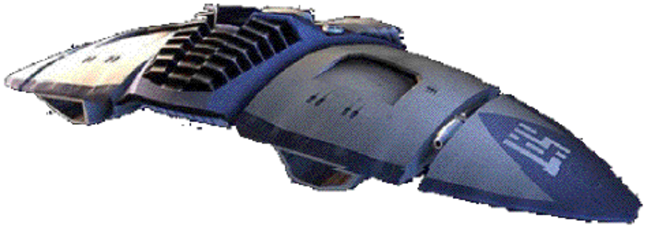
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐

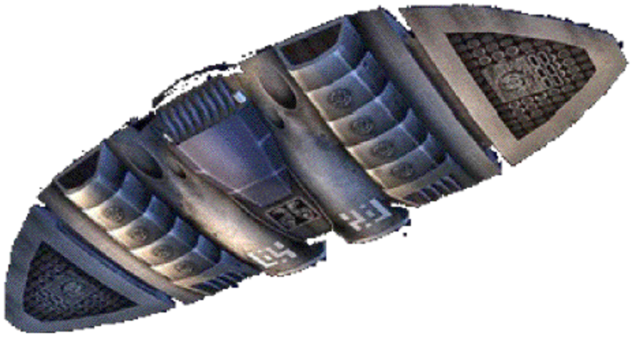
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐
BATTLECRAFT TYPE:	FG:#________ MISSION TYPE:	FG:#________ MISSION TYPE:
SPEED:	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐	○ ○ ○ ○ ○ ○ ○☐○☐○☐○☐○☐○☐

PRD: A-2
ABB: R7A
RADAR RANGE: 16
SPEED: 0-10
ENDURANCE: 30 TURNS
POINT VALUE: 6
6 TO A FLIGHT, 12 TO A SQUADRON
BAY POINT TOTAL: 12(200)
WEAPONS:
PRIMARY (BAY): NONE
PRIMARY (WINGS): NONE
SPECIAL: 2xLPL
MINELAYING?: NO
SECONDARY(ATT): 0
SECONDARY(DEF): 0
NOTES:
TAKES 2 POINTS TO DESTROY, MAY ENTER ATMOSPHERE.

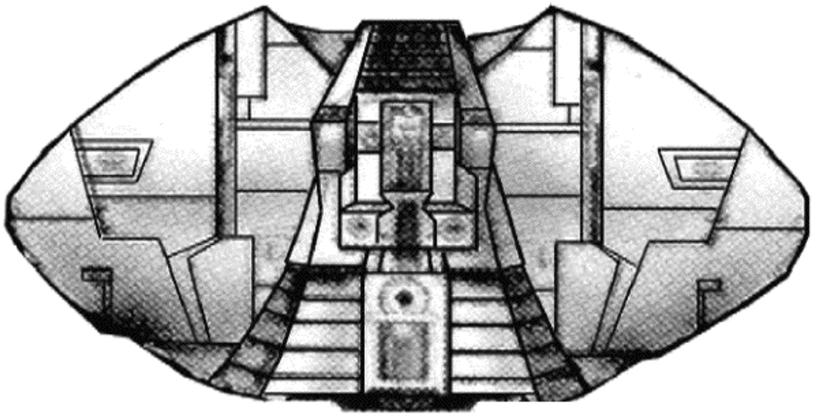
CYLON COLLEC - TIVE

LENGTH: 9M
WIDTH: 18M
HEIGHT: 4.25M
CREW: 3
MASS: 18.0 TONS
INTRODUCED: 7300(1919)





BG RULES BY HARDLEC
PICTURES FOUND AT
http://www.galactica2003.net/
PICTURES DONE BY VIVENDI
UNIVERSAL GAMES
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

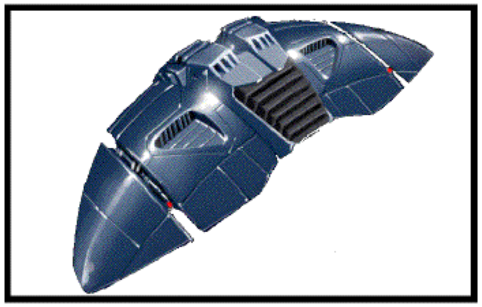


FIGHTER LIGHT PULSAR LASERS

LPL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG SHIP	DMG BC	DMG=ANY TARGET
	0	1	2	3	2	1	ROF: 1/TURN

CYLON MKVIIA CLASS RAIDER FIGHTER

STAR BLAZERS FLEET BATTLE SYSTEM



BATTLECRAFT TYPE:

SPEED:

FG:#________ MISSION TYPE:
○○○○○○○○○○○○
○☐○☐○☐○☐○☐○☐

FG:#________ MISSION TYPE:
○○○○○○○○○○○○
○☐○☐○☐○☐○☐○☐

BATTLECRAFT TYPE:

SPEED:

FG:#________ MISSION TYPE:
○○○○○○○○○○○○
○☐○☐○☐○☐○☐○☐

FG:#________ MISSION TYPE:
○○○○○○○○○○○○
○☐○☐○☐○☐○☐○☐

BATTLECRAFT TYPE:

SPEED:

FG:#________ MISSION TYPE:
○○○○○○○○○○○○
○☐○☐○☐○☐○☐○☐

FG:#________ MISSION TYPE:
○○○○○○○○○○○○
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BATTLECRAFT TYPE:

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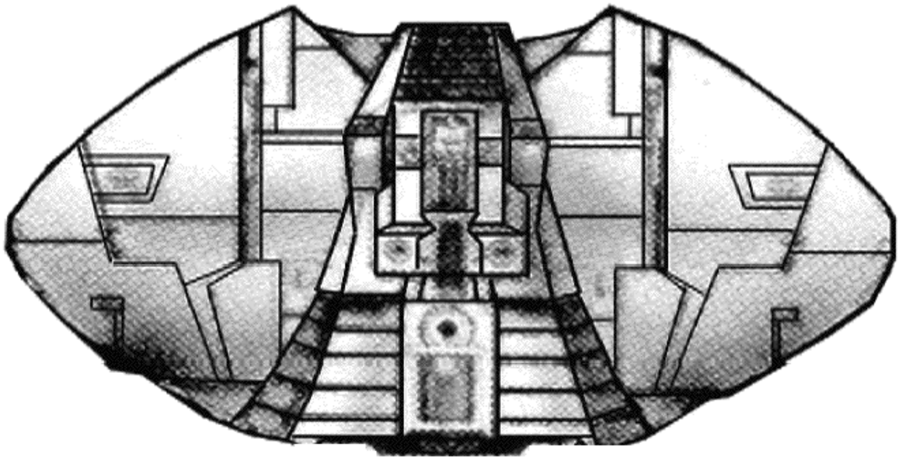
CYLON COLLEC - TIVE

PRD: A-2
ABB: R7B
RADAR RANGE: 16
SPEED: 0-10
ENDURANCE: 30 TURNS
POINT VALUE: 18
6 TO A FLIGHT, 12 TO A SQUADRON
BAY POINT TOTAL: 12(200)
WEAPONS:
PRIMARY (BAY): NONE
PRIMARY (WINGS): 1xMDSII(4 SHOT)
SPECIAL: 2xLPL
MINELAYING?: NO
SECONDARY(ATT): 0
SECONDARY(DEF): 0
NOTES:
TAKES 3 POINTS TO DESTROY,
MAY ENTER ATMOSPHERE.
1 FLIGHT IN 6 ARE THE LEADER TYPE.
IF ALL LEADERS IN A SECTION ARE TAKEN OUT, ALL CYLON FIGHTERS IN THAT SECTION WILL ALWAYS MOVE FIRST.

LENGTH: 9M
WIDTH: 18M
HEIGHT: 4.25M
CREW: 3
MASS: 19.0 TONS
INTRODUCED:
7300(1919)



MISSILE DEFENSE SYSTEM TYPE II

MDSII	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
	0	1-3	4-6	7-9
	1 DIE ROLL PER 4 SALVO BURST			2D4

BG RULES BY HARDLEC
PICTURES FOUND AT
http://www.galactica2003.net/
PICTURES DONE BY VIVENDI
UNIVERSAL GAMES
ADDITIONAL MATERIAL FOUND AT
http://staff.bus.bton.ac.uk/fesg/bsg/
WDF RENDERED BY JOHN HALL
(DESUBATETA@AOL.COM)

FIGHTER LIGHT PULSAR LASERS

LPL	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DMG SHIP	DMG BC	DMG=ANY TARGET
	0	1	2	3	2	1	ROF: 1/TURN

CYLON MKVIIB CLASS RAIDER FIGHTER:LEADER